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BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG!

MEAN MACHINES SEGA

EXCLUSIVE

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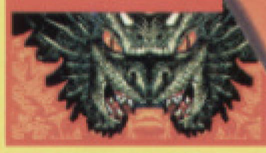
WORLD EXCLUSIVE!

TOEJAM & EARL 2!



MEGADRIVE

DRAGON'S REVENGE



- LOST VIKINGS
- PIRATES GOLD!
- BODY COUNT
- DUNE II

MEGA-CD

MORTAL KOMBAT



- JOE MONTANA CD
- PUGGSY CD

MASTER SYSTEM

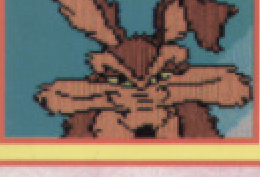
MASTERS OF COMBAT



- ROBOCOP VS TERMINATOR
- DONALD DUCK II

GAME GEAR

ROAD RUNNER



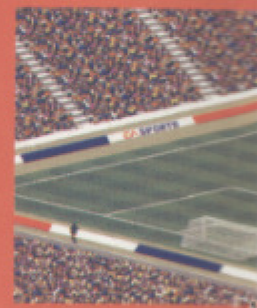
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AND FIND OUT WHAT IT'S LIKE TO SCORE A



GGGOOOOOOOO

You're sprinting down the wing, there's a man on your heels. You leave him for dead.

"The realism and tension are unmatched" – Sega Pro.

A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.

"The graphics really capture the feel of grandstand football" – Megatech.

Your heart is threatening to leap from your mouth.

4 WAY PLAY



FIFA INTERNATIONAL SOCCER

16 MEG



"Astonishingly realistic sprite movement" – Sega MegaForce.

He says: "Tell us about the game."

You say: "Triffic, Brian. 16 Megs, 48 national teams, 960 players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.



"EA Sports Soccer is set to blow every other footy sim off the pitch "– Sega MegaForce.

He says: "An outstanding performance, an outstanding game, outstanding."

It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing" – Sega Power.

Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows. You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.





OAAAAAAL!







FIFA

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ELECTRONIC ARTS
IF IT'S IN THE GAME. IT'S IN THE GAME.

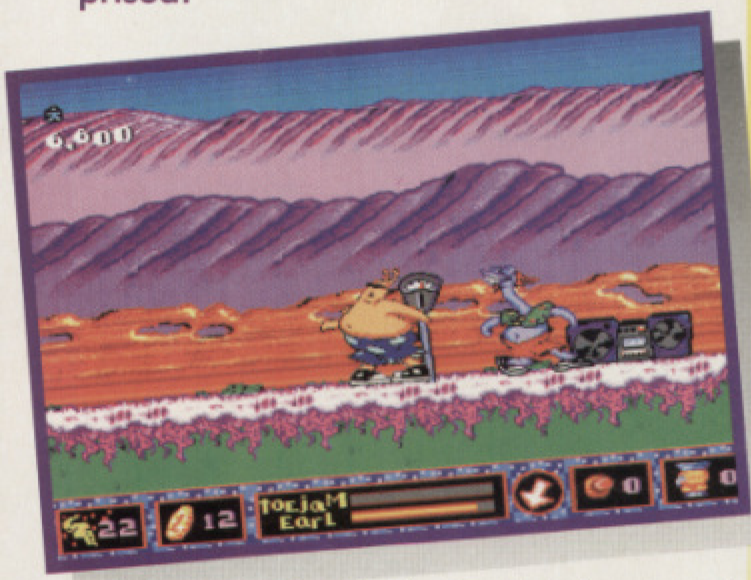
COVER STORY

MEAN MACHINES EXCLUSIVE

ToeJam & Earl 2



We are most chuffed to bring you, the MEAN MACHINES faithful, at this fine and festive time of year the EXCLUSIVE review of Toejam & Earl 2 — the follow up to one of the wackiest and most original games of yesteryear. This magical sequel slips into platform mode but before your faces fall, turn to PAGE 28 for the full facts. We think you'll be pleasantly surprised!



▲ *Check out the antics of Toejam & Earl in their new sequel!*

CON



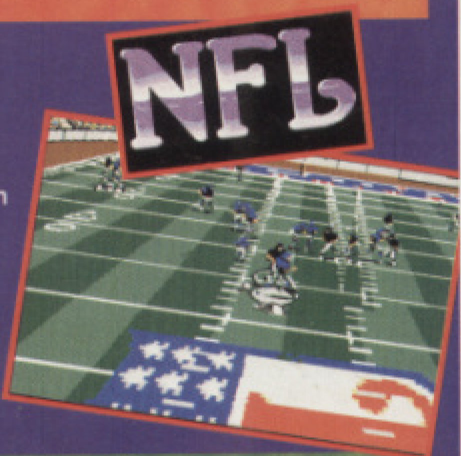
REVIEWS

MEGADRIVE

GAME GEAR

MAGAZINE OF THE YEAR

MEGA-CD



MASTER SYSTEM



PREVIEWS

TEN OFFICIAL FOOTIE KITS UP FOR GRABS!
To celebrate the launch of the utterly fabulous FIFA Soccer on the Megadrive, EA splash out on this ace compo in which you can win a football personally signed by England ace, David Platt PLUS there are 10 official footie kits of your choice up for grabs! Check out the nitty gritty on **PAGE 22.**

REGULARS

FEATURES

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WHODUNNIT

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SPECIAL THANKS TO: We'd like to thank George at ICE Distribution (0302 340 079) who gave us Joe Montana CD, Aero the Acrobat and lots, lots more.

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COMPETITION RULES
EMAP IMAGES staff and their families, friends and pets are ineligible for any competitions that MEAN MACHINES SEGA runs. Our microcoding system will detect violaters and the extermination sequence will commence.

FINAL BIT
What a month for us. We've carried our macs down to a floor with zeroid power points and I'm writing reviews whilst powering the office by a dynamo attached to my Raleigh Sparrowhawk. Vive la Images! Raise? I wouldn't dream of taking more money from the corporation.ß

Welcome to this month's MEAN MACHINES, boasting 148 pages of pure excellence, designed and written by the masters of Sega gaming. I must admit I haven't had much time to participate in the creation of this fine organ this month. The vast majority of my skills have been put to use in bringing you an all-new Sega magazine, called, er, SEGA MAGAZINE. It's an officially licensed magazine — the official tie-in enabling us to bring you all sorts of top secret stuff before ANY magazine (and indeed the majority of Sega's staff) see it. With a bit of luck, we'll be bringing you EXCLUSIVE looks at Virtua Racing and Sonic III with mega pics — not scrappy little examples of supreme fuzziness cut out of Japanese mags.

The look and feel of the mag is very different to MEAN MACHINES — the style is a lot cleaner, the humour a trifle more "sophisticated" — designed to appeal to all Sega owners. SEGA MAGAZINE, together with MEAN MACHINES brings you the very best in Sega gaming every month. I've given it careful thought and can think of no good reason why you should buy any other Sega magazines. See for yourself when the first edition of SEGA MAGAZINE is released. I hope you'll agree.

SANTA'S LITTLE HELPERS

'Tis the season to be jolly, and here the crew tell you the secrets of their merriment over the festive period:

JULIAN 'LITTLE PRICK' RIGNALL

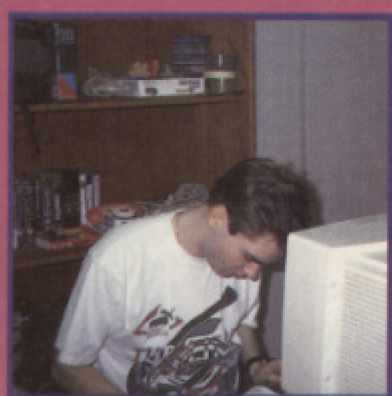
Julian's Christmas is relatively calm apart from two potential family-tiff-leads-to-carving-knife-stabbing incidents. First is dinner. "I love to eat it, but I'm as welcome in the kitchen as typhoid Mary," he groans, "until washing up time, of course". The second feud erupts when someone produces 'The best of Julian Rignall' video tape of his TV appearances. "Between that and the Bond movies, we all sat round the wireless last year," he explains.



CHRISTMAS TIPPLE
Fairy Excel
CURRENT FAVE GAMES: Super Streetfighter, Elite II, Eternal Champions.

RICHARD 'SCROOGE' LEADBETTER

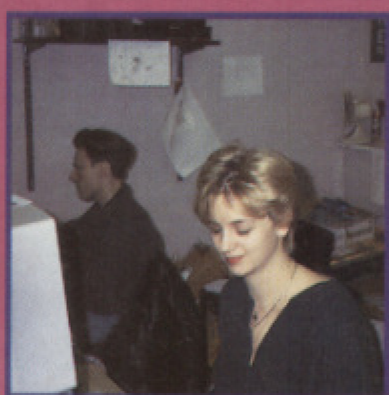
Christmas isn't a family time, reveals the editor as cool as a snowman's icicle. "I remember when I was young, having all my relatives round for turkey and all the trimmings. Actually, I hated them and only now are they getting the message. We tell them to leave the presents on the doorstep and bog off".



CHRISTMAS TIPPLE
Hemlock and sour grapes' juice.
CURRENT FAVE GAMES: Super Streetfighter, Elite II, Toejam and Earl 2.

LUCY 'DICED CARROTS' HICKMAN

The thought of Christmas makes Lucy go all green and queasy. "I always seem to get a bad case of 'food poisoning' at Christmas, which has nothing to do with my 'roistering' on Christmas Eve. Once I was sick in my Christmas dinner. As no one had noticed, I quickly pretended it was sage and onion stuffing and ate it, to avoid any embarrassment."



CHRISTMAS TIPPLE
Hot Vegetable Broth.
CURRENT FAVE GAMES: Dune II, Robocop Vs Terminator

ORIAL

OZ 'BONDING' BROWNE

Oz goes all mellow at Christmas. MEAN MACHINES' resident Lethal Weapon fan prefers to stay at home and spend the day in the bosom of his family. "All my aunts and uncles come round, and we have a massive Turkey dinner along with sous — a really spicy West Indian dish. And I don't mind hankies and striped nylon Y-fronts, really, I don't."



CHRISTMAS TIPPLE
As much as possible.
CURRENT FAVE GAMES:SF II, Super Streetfighter II

ANGUS 'FOOTING' SWAN

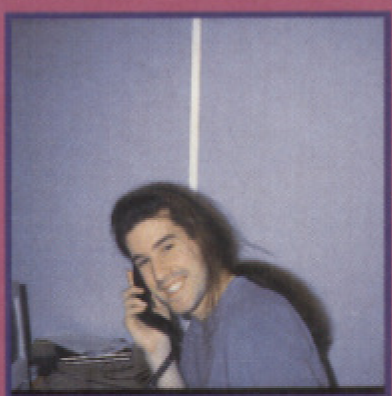
'Aaah, there's nothing like going hame tae Scotland at Christmas," purrs Gus in a wistful brogue. There's many a new sporran to receive, and merry locals to entertain. But Christmas is just the rehearsal for Hogamanay he observes, when the tradition is to pee on someone's doorstep, bestowing showers of luck for the New Year



CHRISTMAS TIPPLE
'Water of Life' with Pepsi Max mixer.
CURRENT FAVE GAMES:Dune II, Masters of Combat, Toejam and Earl 2

PAUL 'IN YOUR FACE' DAVIES

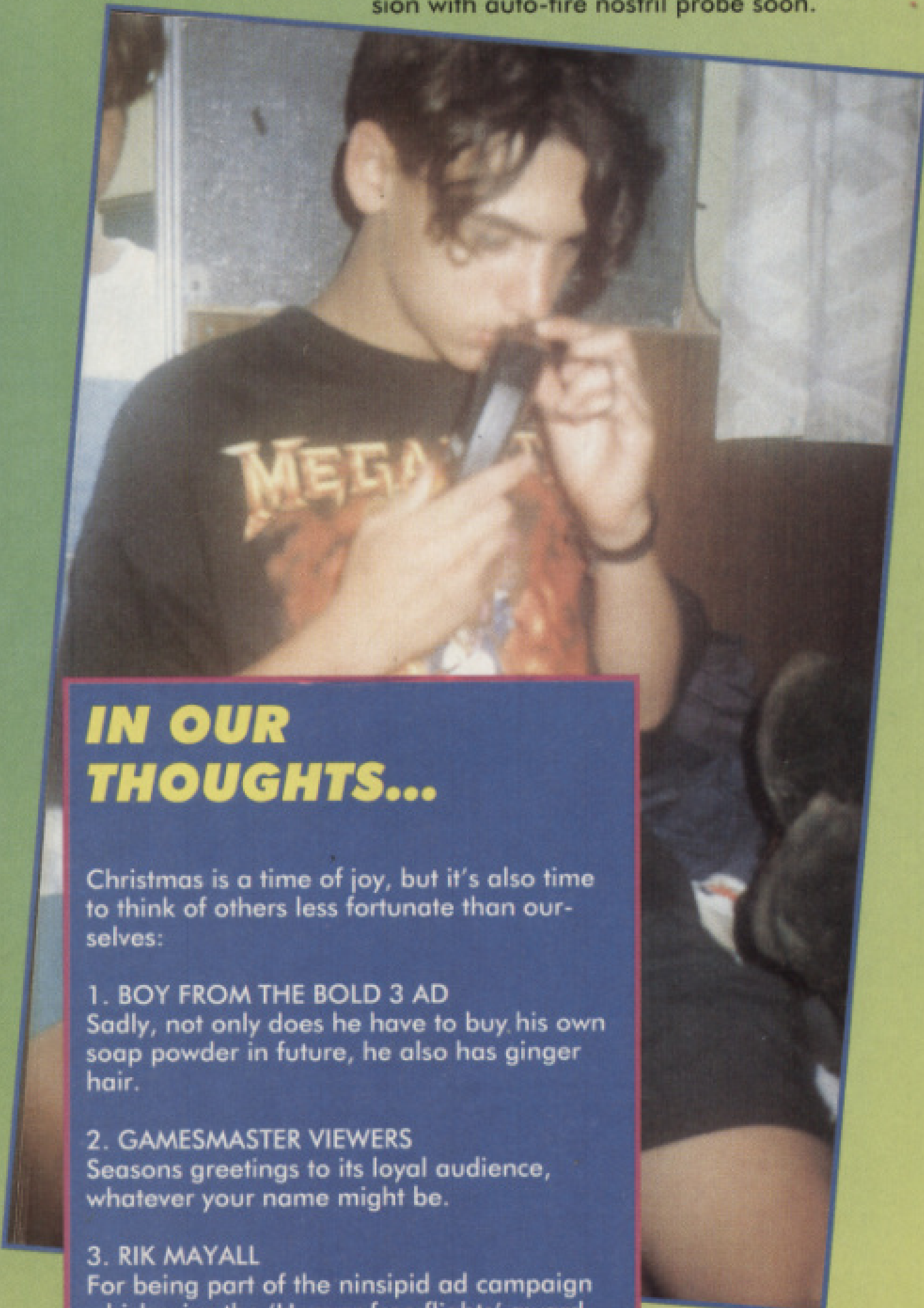
Paul remembers those presents from his youth: a yo-yo, an orange and a new pair of clogs. "We'd stand there, so proud of what Santa had brought," he says nostalgically. However, since moving to London, Paul was surprised to receive few thank you letters for the presents he gives out. Friends expect to get a tin tray commemorating Victoria's Diamond Jubilee or one of Grandad's old cloth caps.



CHRISTMAS TIPPLE
Long Island Iced Tetley tea.
CURRENT FAVE GAMES:Gunstar Heroes, Aero the Acrobat

PICK OF THE CROP

Ben Price of Orpington launches a new Editorial feature into Gaming and Bogies. At the mag we've noticed how long periods in front of the Megadrive can give you the nose crusties. We were going to get some research done, but we couldn't be bothered. Instead, see Ben here doing his best to get fresh air with his joypad. Expect a six-button version with auto-fire nostril probe soon.



IN OUR THOUGHTS...

Christmas is a time of joy, but it's also time to think of others less fortunate than ourselves:

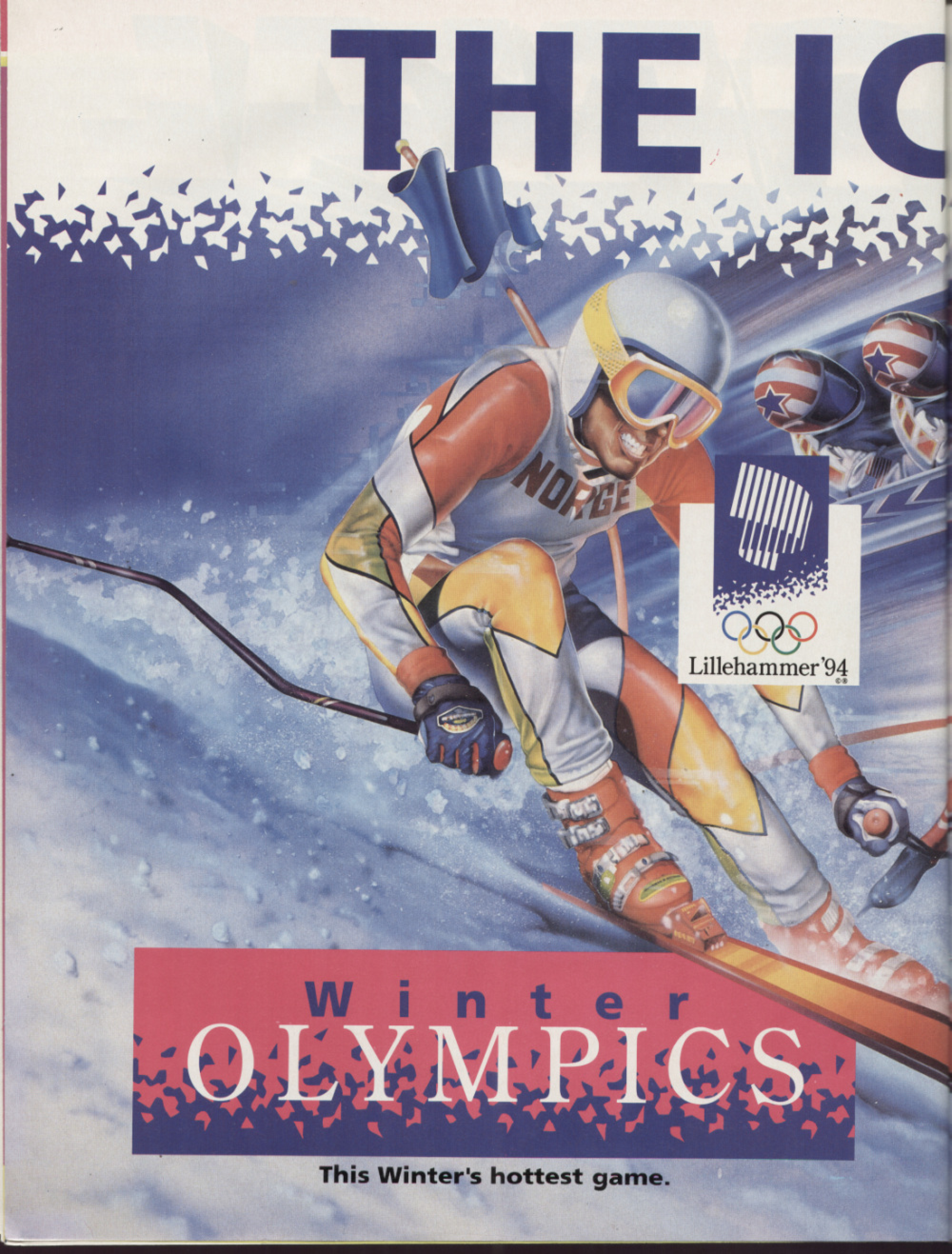
1. BOY FROM THE BOLD 3 AD
Sadly, not only does he have to buy his own soap powder in future, he also has ginger hair.

2. GAMESMASTER VIEWERS
Seasons greetings to its loyal audience, whatever your name might be.

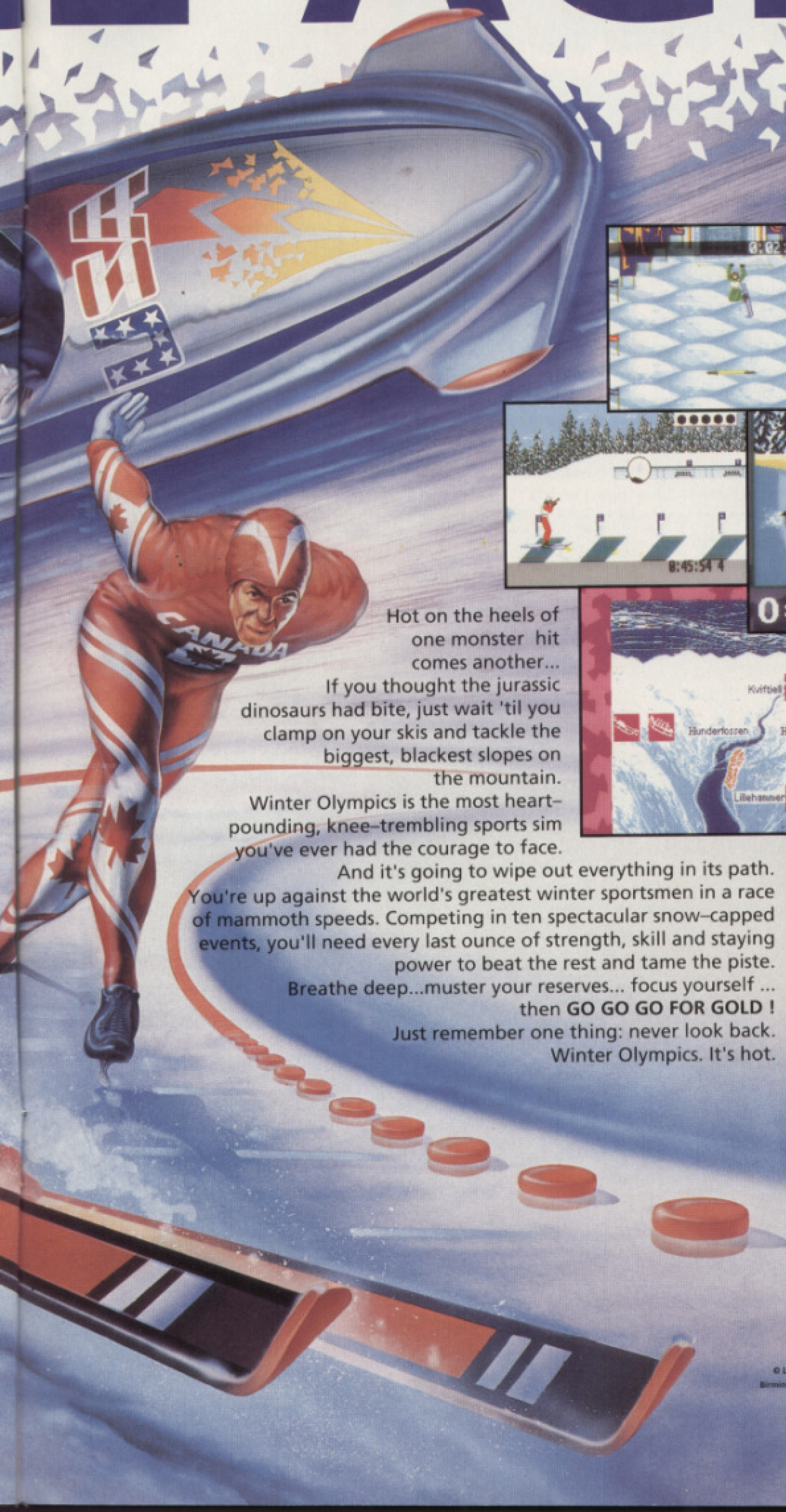
3. RIK MAYALL
For being part of the ninsipid ad campaign which wins the 'Hoover free flights' award for product marketing.

4. TERENCE TRENT D'ARBY
Even Shakin' Stevens has a better shout at Xmas No. 1.

5. PEOPLE WITH MENACERS
Attention! The activator in your shops, soon!


THE IC
NORGE
Lillehammer'94
Winter
OLYMPICS
This Winter's hottest game.

E AGE





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SEGA MEGA DRIVE,
MASTER SYSTEM, GAME GEAR,
NINTENDO S.NES, AMIGA, PC
AND PC CD-ROM.

Hot on the heels of one monster hit comes another...

If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain.

Winter Olympics is the most heart–pounding, knee–trembling sports sim you've ever had the courage to face.

And it's going to wipe out everything in its path. You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow–capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste.

Breathe deep...muster your reserves... focus yourself ... then **GO GO GO FOR GOLD !**

Just remember one thing: never look back.

Winter Olympics. It's hot.

Screen shots from a selection of available formats (see above)

U.S. GOLD®

RUCK A DUCK

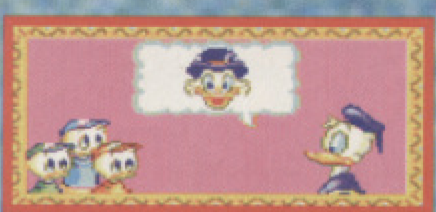
- NEW GAME
- BY SEGA
- MASTER SYSTEM/ GAME GEAR

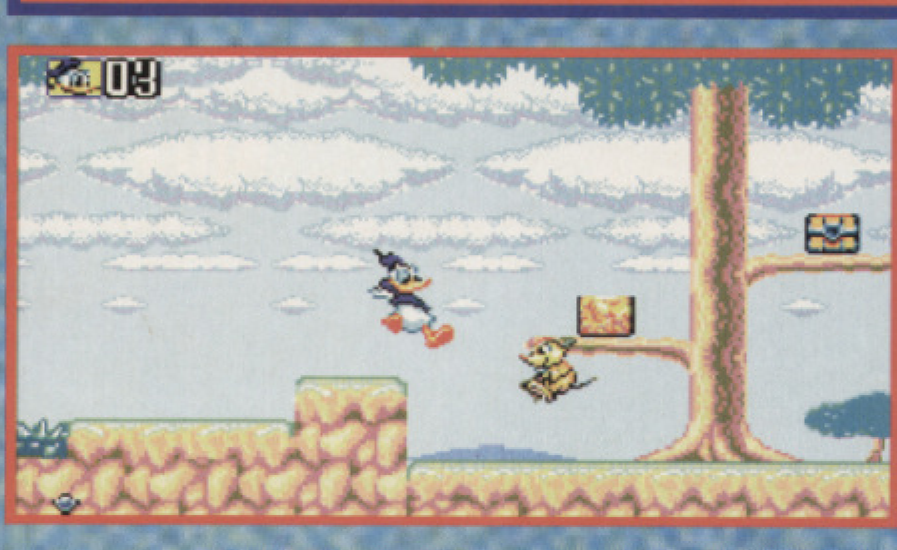
Splashing boldly onto the Master System and Game Gear soon for his second platform adventure comes the world's most lovable quacker in Deep Duck Trouble: Starring Donald Duck.
Uncle Scrooge has blown up like a balloon - cursed after nicking a mystical pendant off a statue during a treasure hunt on an uninhabitable island. Starring you as the incoherent feathered one, your mission is to retrace Scrooge's steps, through jungles, deserts and volcanoes and replace the pendant in it's rightful place before Uncle Scrooge pops! Looking good as you can see from these shots but keep a look out for the full review.





▼ *Have you been blowing Uncle Scrooge up with the bicycle pump again?*







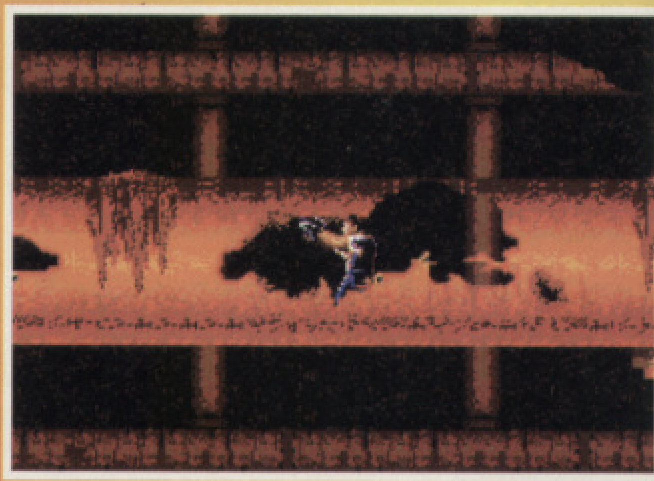


STALLONE SNIPING

- NEW GAME
- BY VIRGIN
- MEGADRIVE

I don't know if any of you have seen the fab Demolition Man movie yet, starring the macho Sly Stallone and the weird and utterly wicked Wesley Snipes but if you haven't do so cos it's completely excellent - one of the best action movies to hit the silver screen for a long, long time. Ever one to snap up a tasty licence, Virgin has whipped straight in there and are already half way through coding the eponymous Megadrive game. The programmers have tried to follow the plot of the movie as closely as possible (although it'll be interesting to see how they cope with the humour which really makes the movie a winner) which naturally means that mass destruction is the order of the day.
The game stars you as Sly's tough cop character, John Spartan in the bad old days of LA, 1996. Known as the Demolition Man because of his amazing ability to cause destruction wherever he goes, Spartan finally nails a deeply wicked criminal, Simon Phoenix (Wesley Snipes) who he's been tracking for two years. Unfortunately, 30 hostages die in the process, Spartan gets the blame and he's sentenced to 70 years in the deep freeze for





▼ *Tough guy Spartan scales a blood-splattered platform.*





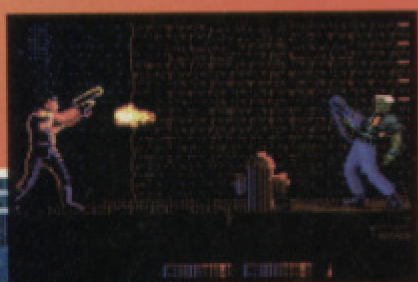


takes you over rooftops, through an armoury, into museums, through shopping centres, underground... and that's just for starters. The screenshots you see on this page are completely exclusive and are the genuine article, unlike one of our sad competitors which tried to pass off 3DO shots as Mega-CD ones. Pah! More news when we get it.



involuntary manslaughter. But in the year 2032, when LA has turned into a sunshine and roses place, with no crime, no hassle and no sex, Phoenix escapes and, unable to deal with his evil ways, the soft cops of 2032 release Spartan to yet again capture his nemesis. Following the tried and tested (but hopefully not tired) blasting formula of Robocop vs Terminator and Contra, Demolition Man is 16 Meg and includes 12 levels where the aim is to kill Cryo-cons and nail Simon Phoenix. The action







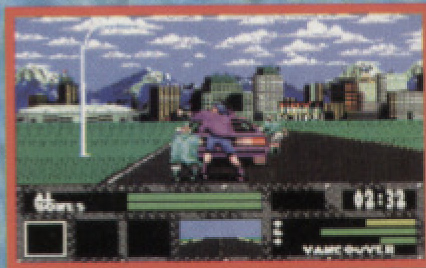
Games action ahoy in this action packed screen shot

ROLLER RASH

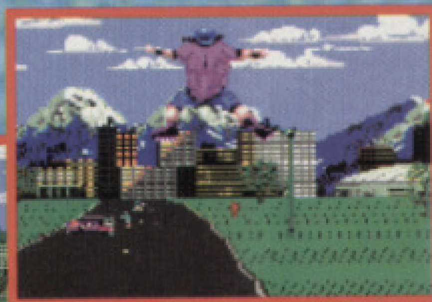
- NEW GAME
- BY EA
- MEGADRIVE

Brace yourself for a roller skating experience to make your teeth rattle with EA's Skitchin on the Megadrive.

This game is Road Rash on roller-skates and manic action prevails as you roll around the city streets, hitchin' lifts on the back of cars, performing stunts over ramps and bashing hell out of the competition until your king of the neighbourhood. More news when we get it.



▲ *Grab onto the backs of cars to boost your speed capacity!*





▲ *Roller stunts over the ramps can earn extra points from three judges who appear from nowhere!*

HELP ME

A new game emerging from the bosom of Psygnosis for the Megadrive fairly soonish is a game going under the working title of Rescue. Presumably so called because you, in your nifty little spaceship, must wander far and wide rescuing extremely weird creatures who are very reminiscent of Morph from the Tony Hart TV programme. Why you should want to save lumps of plasticine, is beyond us, but that's the name of the game and they are so grateful when you do so. Your ship is equipped with all the latest blasting malarky which is used to great effect against the heathen swines who try their best to thwart your good intentions at every given opportunity. And if the nooks and crannies in which the Morphs are stashed become to narrow for your chariot, fret not, you can just leap out armed with your trusty Uzi (or something like that) and continue on foot (ala Blaster Master). Intruiging stuff to be sure and we'll bring you the latest updates as soon as we can.





- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

ALL TROLLED UP

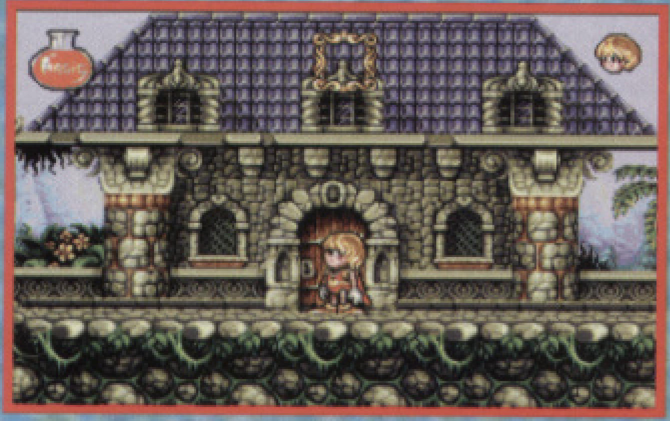
- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE





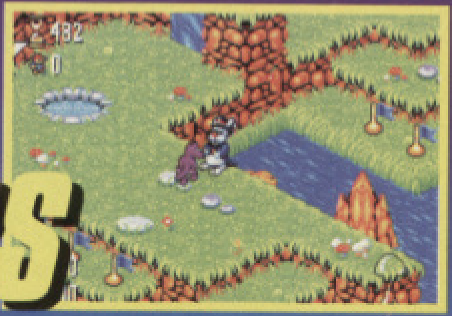
▲ Who's that trip-trapping over my bridge?

Another interesting development from the Psygnosis camp is a game by Thallion, the makers of the topper Lionheart on the Amiga, which goes under the working title of Troll at present. Starring you as a sorcerer's assistant, the game scrolls across some beautifully rich and well-drawn platform levels in which you must collect potions and use them at the appropriate moment, batter or avoid baddies and try frantically to hold onto your life. Looking good but more details will follow.





BUNNY BONKERS





With the hassle their getting with their other bunny related game, Wiz 'N' Liz which is in danger of being banned because of excessive farting antics, Psygnosis are trying with another wabbit bash in the form of Top Hat (working title only). In this you play a bunny who's as barking as your average mad March hare, who rushes around with a top hat on doing all the things that bunnies do (apart from the obvious, Psygnosis couldn't face more censorship) He hops a lot, has a cute fluffy tail, eats whenever the opportunity presents itself and tries desperately to avoid being transformed into wabbit pie.
Viewed from an isometric viewpoint, the game is still in very early stages but as you can see from these shots, it's shaping up quite nicely. Full preview is on its way.





- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

BASKET CASES

- NEW GAME
- BY VIRGIN
- MEGADRIVE

After the mad rush of Megadrive soccer games that software companies seem to have been going through like a dose of salts lately, many of the biggies are changing tack and going for a basketball angle instead. Virgin are no exception but they're taking a slightly different route with their forthcoming Jammit.
The game features only four players - Slade, Roxy and Chill who battle it out in one-one-one modes only on one of three sleazy back street courts.
After defeating the other two, the victor then goes on to play against the local basketball ace, Judge.
The screenshot you see here are only 50 percent finished and though it might sound a bit limited having only a one-on-one mode fret not because there are loads of options and different ways of playing. More news coming soon.




IF ONLY
I COULD
RUN
JUMP
SWIM
SING
DANCE
PARTY
AND
SUCCEED
asciiPad MD
A
B
C
LIKE I DO
WITH MY
ASCIIPAD MD,
LIFE WOULD
BE GREAT!
Whoever said, "life is unfair" must have played against someone with an asciiPad MD. Here's why: it's got TURBO FIRE (up to 24 shots per second), hands-free AUTO-TURBO and SLOW-MOTION CONTROL. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad MD. There's nothing fair about it.
asciiPad MD
IT'S HOW TO WIN.
NEW from ASCIIWARE™ for MEGA DRIVE • MEGA CD
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SEGA TV CHANNEL

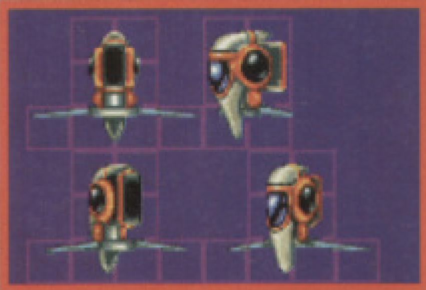
- ACCESSSORY
- BY SEGA
- MEGADRIVE

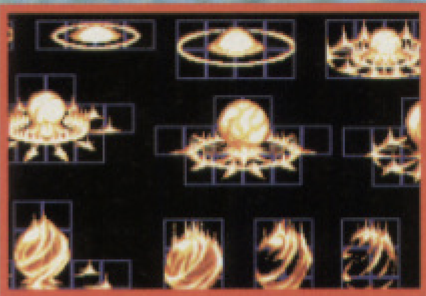
The long-awaited and much hyped Sega TV Channel looks all set to go on air in the States in January. The 24 hour service will feature top games like Sonic and Ecco, as well as playing tips and previews of new releases. Those who want to hook up will need a special video cassette-sized cartridge to plug into their Megadrives, with monthly fees of between $10 and $20 for test users. So when are we in the UK going to get a sniff of it? Well, the first few months will be devoted solely to testing out the system, so it's unlikely that there'll be any movement over here until next winter.

REACH FOR THE STARS

- NEW GAME
- CORE DESIGN
- MEGADRIVE

After going for gold with Thunderhawk, Core Design are taking their game designs to the skies with a new space-based blast 'em up called Soulstar: Malice of The Myrkoids. Starring you as one of three crack Cryo-Commandos, take one of three ships up to the star system, Soulstar, which the Myrkoids are trying to wipe out. Destined to use a spiffy 3D engine, the game is still in fairly early stages but we're promised that each ship has different abilities that can all play their part in depleting the Myrkoid forces. Most of the game is viewed from above and behind your craft and are rumoured to have speeds to surpass even Thunderhawk!
Each ship is armed with a beam laser and extra weaponry is given at the end of each mission. The programmers also plan a more advanced weapon system, including droid-assisted guns and missiles and full-motion-video sequences. From what we've seen so far this is going to be a biggie. Eyes peeled for further updates.



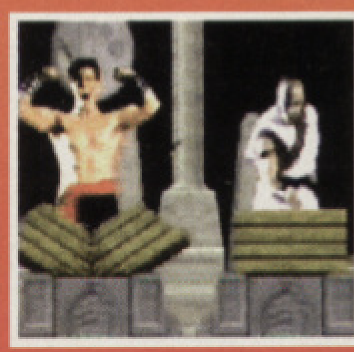


MORTAL CD

- NEW GAME
- BY PROBE
- MEGADRIVE

We've had it until it's coming out of our ears on the Megadrive and most other console systems as well for that matter. Well now Mortal Kombat is coming out on the Mega-CD. From what we've seen the basic gameplay, characters and special moves will stay more or less the same however, programmers Probe software are doing wonders for the presentation with some spiffy intro sequences and great sounds and they're determined to upgrade the whole sheebang as much as possible, making everything smoother and if possible faster.
Full review coming as soon as we get it.





RAVING BLINDER!

- NEW GAME
- BY STORM
- MEGADRIVE/ MEGA CD

A trashy terror of the raving underworld is making his debut on the Megadrive and Mega-CD pretty soon, courtesy of Storm. Peaky Blinder is apparently a cult hero on the rave scene and features on loads of T-shirts. Such is his popularity (although we've never heard of him) that Storm has built him an entire identity and a ritzy story line to accompany him.
Peaky was borne from a fusion of trash, mass media, toxic waste and dumped video carts — sounds pretty disgusting, which of course he is. But an inner Peaky yearns to break out of his foul exterior and live in a suburban house with frilly pink curtains and longs to be kind to animals. With this in mind, our whiffy hero sets out though his dire world's underground systems and roams around the inner city slums where anything can happen — and usually does.
Peaky's a bit unique in that he can change his physical form to suit and combat his hostile surroundings (there has to be some compensation for being a mutant scurf-ball from hell, we guess). Not seen much on this yet but we'll bring you the full gen in a future issue.



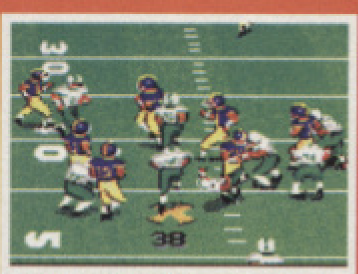

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EA-CD

- NEW GAME
- BY PROBE
- MEGA-CD

We've got wind that EA are boosting their Sega games output by starting production of Mega-CD games. The first releases will be CD versions of Powermonger and Bill Walsh College Football. Both were decent games in cartridge format, but EA promise that Bill Walsh will include a topper CD soundtrack and a unique Walsh Video featuring digitised footage of Bill Walsh as he gives out hints and tips on his sport.The god's game Powermonger will also contain a number of unique features including a 30 percent larger play area, 3D fly by at the beginning of each world, new animated sequences and the statutory digital stereo soundtrack. It's also only going to set you back £39.99 — at last Mega-CD games are actually cheaper than cart games. Hurrah!



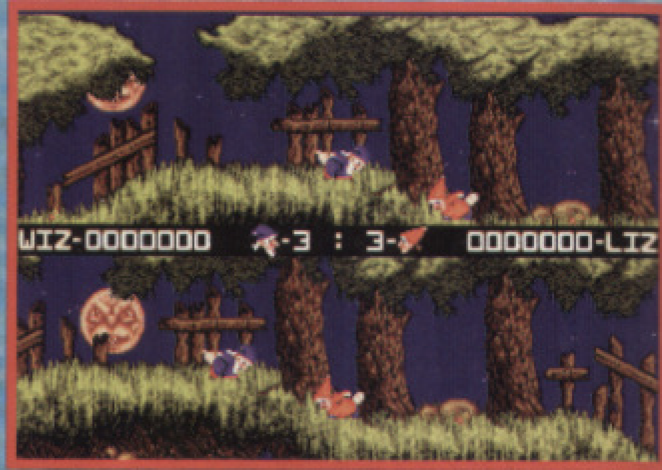


▲ *Bill Walsh College Football — the first EA CD release.*

WIZ 'N' LIZ IN BOWEL GAS CONTROVERSY

- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

The National Viewers and Listeners Association SLAMMED Psygnosis' soon-to-be-released Wiz 'n' Liz as DEPLORABLE when they discovered that the game actually features characters who can be made to FART! YES! FART! John Beyer of the organisation founded by Mary Whitehouse declared that 'There are a host of computer games glorifying coarse and ill-mannered behaviour. These games are to be deplored because kids look at this and think that this is the way to behave.' So remember kids, next time you have a plateful of beans and need to expel some methane, keep those buttocks tightly clenched and perhaps one day you could be like Mr Beyer.



BOOKS FOR CHRISTMAS!

- NEW BOOK
- BY MMS

For the perfect stocking filler try out two fab new mags from the makers of MMS. First off for only £3.45 we have The Best of Mean Machines an indispensable 180 page guide containing reviews of all the games featured in issues 1 -10 of Mean Machines Sega as well as hardware info and a complete index to all pre-MMS Sega titles.

For the same price you could have The Official Guide To Street Fighter II, which contains all the info behind the making of SFII, the hottest tactics and combos from Capcom - just about everything you could ever dream of knowing about this classic game is in there. It'll be great and it'll be on the shelves in December.

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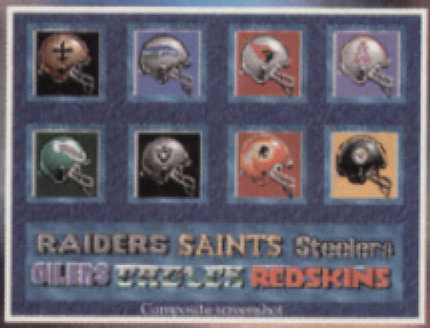
- NEW GAME
- BY MINSCAPE
- MEGA-CD

After waiting ages for Sega to give them the go-ahead to become a third-party Sega producer for Europe, Mindscape has finally announced their first Mega-CD game, cleverly dubbed Mega Race. With a title like that you'd expect it to be a race game set in the future... and so it is! High speed thrills with dishy graphics (check out the screenshots, from the intro sequences) are on the cards when the game is released early in 1994. And Mindscape promise plenty more Mega-CD stuff for next year so keep your eyes peeled for info on even more tasty titles in future issues of MMS!





80! 28! 4!

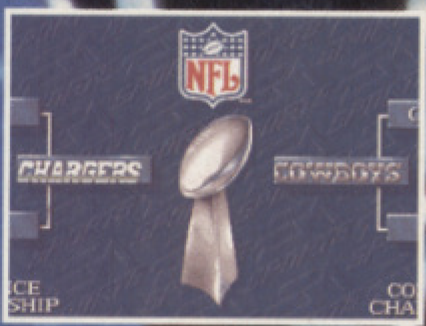


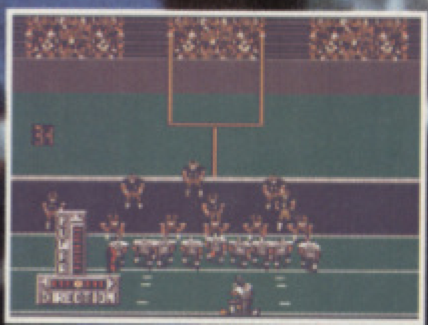
Composite screenshot

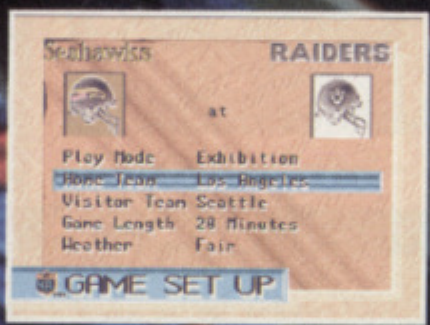


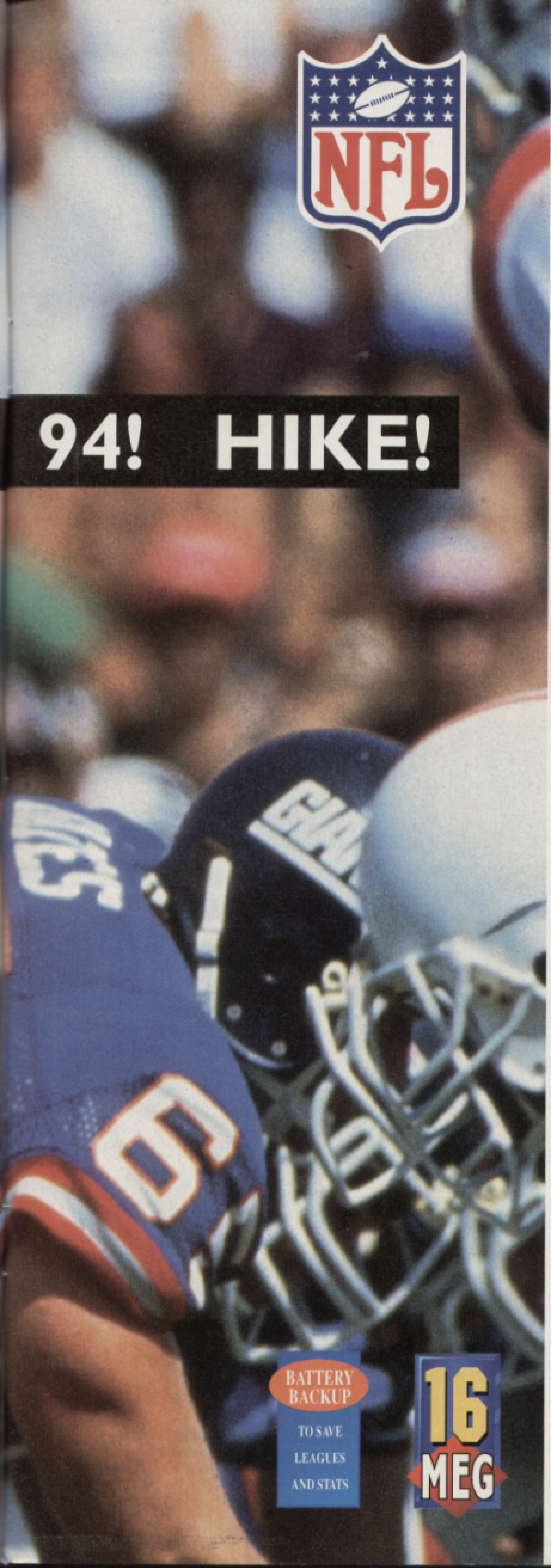












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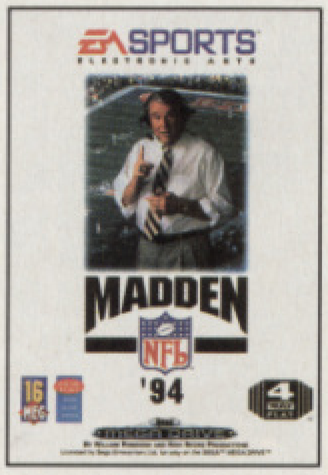
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WORK IN PROGRESS

BODY

Sega's Menacer light gun hasn't exactly been a rip-roaring success — software publishers have hardly been queuing up to develop games for it so, following the philosophy that if you want something done you might as well do it yourself, Sega roped in Probe Software to come up with a winning game for the system. The result was Body Count. Lucy Hickman trundled down to Probe's HQ to check it out.



The first impression of Body Count is a mindless shoot 'em up, if a very good looking one. The sprites are big, bold and beautifully coloured, the backgrounds clear and varied and the gameplay's fast and furious but as Probe's producer Adrian pointed out, this is a shoot 'em up fest but with a twist. It's also the first Sega game to utilise the new Sega Mouse.

Adrian reckons the game was charmingly called Body Count "because the programmer has a sick mind." The storyline centres on a bunch of aliens who have invaded earth and stars you are as the last of the human resistance. Your first job is to find their plans, discover details of what the aliens are going to do to your planet and stop them at all costs within the tough time limit.

Their fiendish plot involves raping the Earth of all its precious ores and then blowing the world up when they are finished. You, alone or with a mate, must blow their members to bits,

The aliens tend to laugh as they blow your brains out!



I want to ride my bicycle, I want to ride my bike...



Take out the aliens to stop them building their earth-sucking machines!

T2 OR NOT T2?

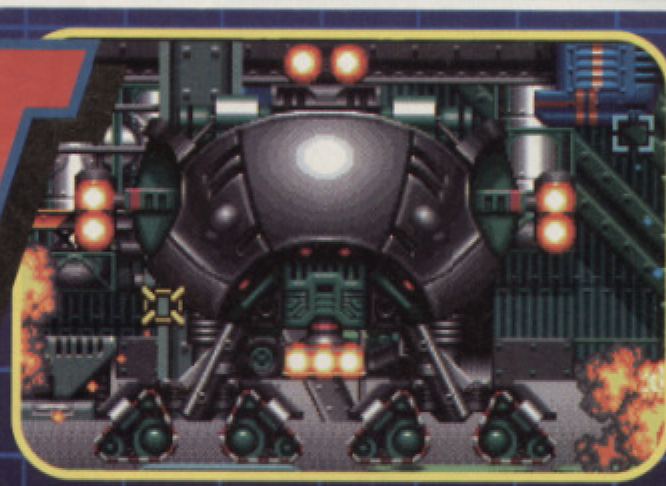
So how does this game compare with the only other half decent game for the Menacer, T2: Judgment Day which MEAN MACHINES rated at only 75% but recommended as a must for Menacer owners? Probe boss, Fergus McGovern said: "T2 was restricted by the licence. Body Count is all original ideas we're trying to keep it to the Sega standard of having certain colours and in the way it works. But both of them are very good games." Yes, well he would say that wouldn't he? After all Probe developed them both!





Sharp shooting is needed to face this ass-kicking boss.

COUNT



before they blow up the planet. The twist is though, they've left a time bomb behind which you have to take out in a very cunning and highly secret way. "You have to be accurate, the bomb's moving around and it's really sharp shooting at the end of the game," said Adrian.

There are three different end sequences to this game which adds a bit of depth because although you might manage to blow all the aliens away you might fail to stop the time bomb or fail to protect hostages who are hanging around here and there.

As in most games of this genre, there are shields, various types of guns and grenades which you pick up as you go through the five action-packed levels. There's also sampled speech if your ammo or energy is running down and the game continually shows you how you're progressing through the game and where you are. Sounds good but we'll bring you an in-depth review as soon as we can.



Games action ahoy in this action packed option screen!

SQUEAK, SQUEAK

Adrian said: "As far as I know this will be the very first game to support the Sega Mouse as well as the Menacer and the joypad. Whenever you plug one of the three into the port it automatically appears on the screen and adjusts the game accordingly — if you're playing with the light gun the enemies get lighter etc." To use the new mouse all you have to do is plug it in and move the cursor around like a PC mouse or turning it over onto its back and using it as a tracker board is the other option.

HARD MENACER

As you've probably noticed, very few decent games have emerged for the Menacer light gun. Fergus reckons this is because It's difficult machine to work with. He said: "Because it uses the light gun it has to be a shoot 'em up really but it's difficult to get a lot of things going on and a lot of things happening on screen at the same time with this medium which is probably why most developers give it a miss." Well fellow Menacers, let's hope that Body Count turns out to be a good game and prods other publishers into some menacing action eh?

PROJECT	BODY COUNT
FORMAT	MEGADRIVE
PUBLISHER	SEGA
INITIATED	APRIL 1993
RELEASE	TBA



Humans lurk in the woods waiting to be saved!



Some of the many sprites which make up Body Count.



Hell's Angels aliens. Hmm, interesting concept.



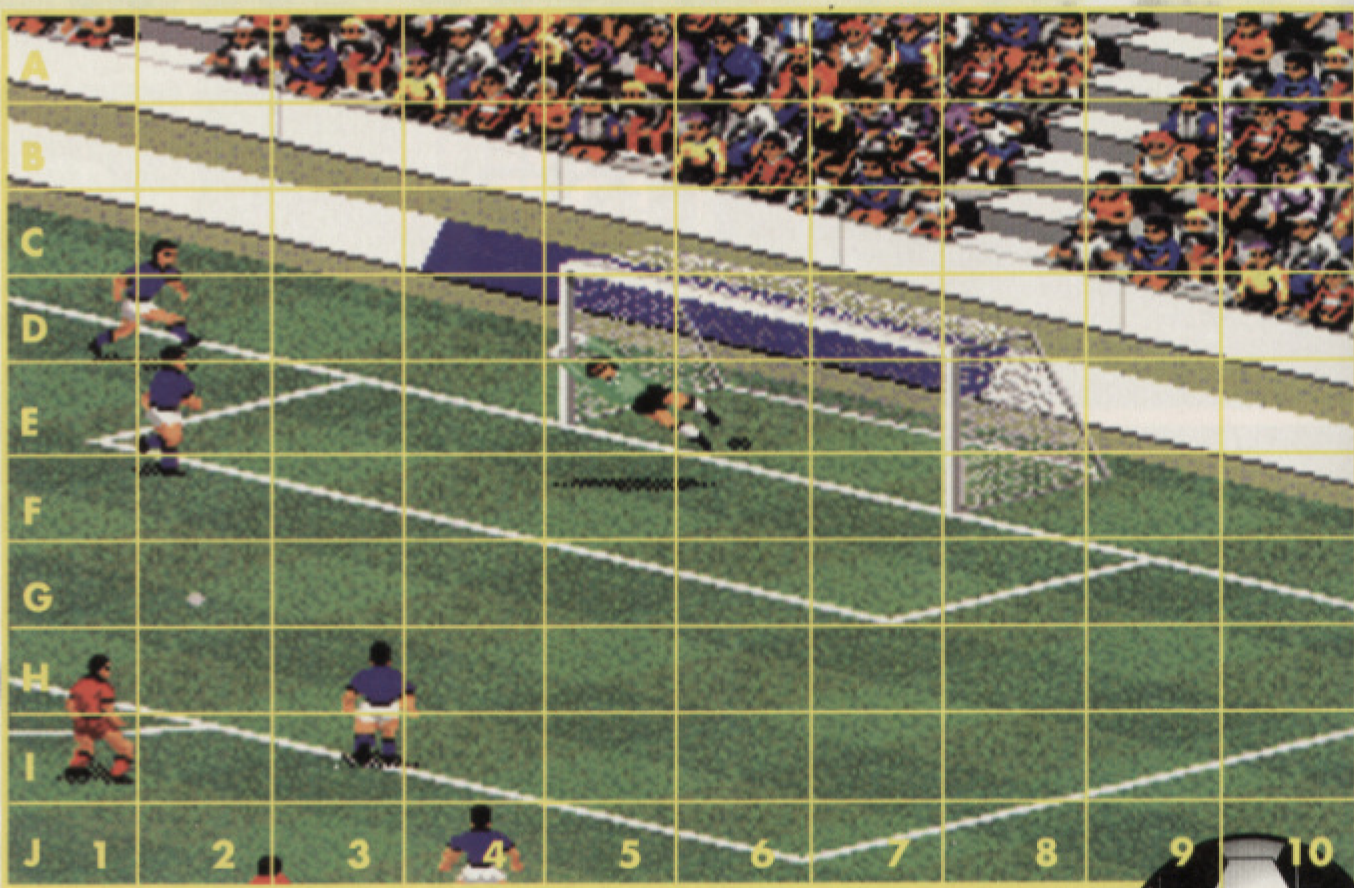
*When in doubt, bomb the b******s!*

OH-WAAAAY! OH-WAY! OH-WAY! EEE-AAAAY!!

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You know how your Mum's always giving you ear ache about getting your expensive Armani suit ripped and covered in grass stains when you come back from a game of footy with your mates down the park? Yeah, 'course you do. So what you want is some proper football gear to play in. In fact, how about the kit of your favourite team?

Aha! Did someone say, 'the kit of your favourite team?' Well, that's a funny co-incidence because that's just what Electronic Arts, currently celebrating the release of Megadrive FIFA Soccer, are giving away to ten eagle-eyed MEAN MACHINES readers. In fact, they're even giving one of those winners a bonus prize of a quality football signed by England hero, David Platt, for when their own ball gets kicked on to the roof of the youth club by the big kids.



WHAT

Look carefully at this pic of FIFA Soccer. Look VERY carefully and you'll notice that there's no ball. The truth is, we've had a designer cover up the ball so you can't see it, because what we want you to do is, use your skill and judgment to work out where on the screen the ball actually is then tell us which square it's in.

But it's not that simple. The task is further complicated by this question: Which team does David Platt play for? (apart from England of course)

Put the answers in the relevant positions on the coupon below, cut it out (or put the relevant info on a postcard) and send it to: MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get your entry to us by January 10 1994 or you'll end up on the team with the fat kid with asthma and a broken arm (not that there's anything wrong with fat kids with asthma or broken arms, though. Just because they can't play football very well doesn't mean that they aren't worthwhile people or anything).

I think the ball is in square ....
And by the way, David Platt plays for .... (as well as England).
Oh, and my name is: ....
My address is: ....
....
....
....

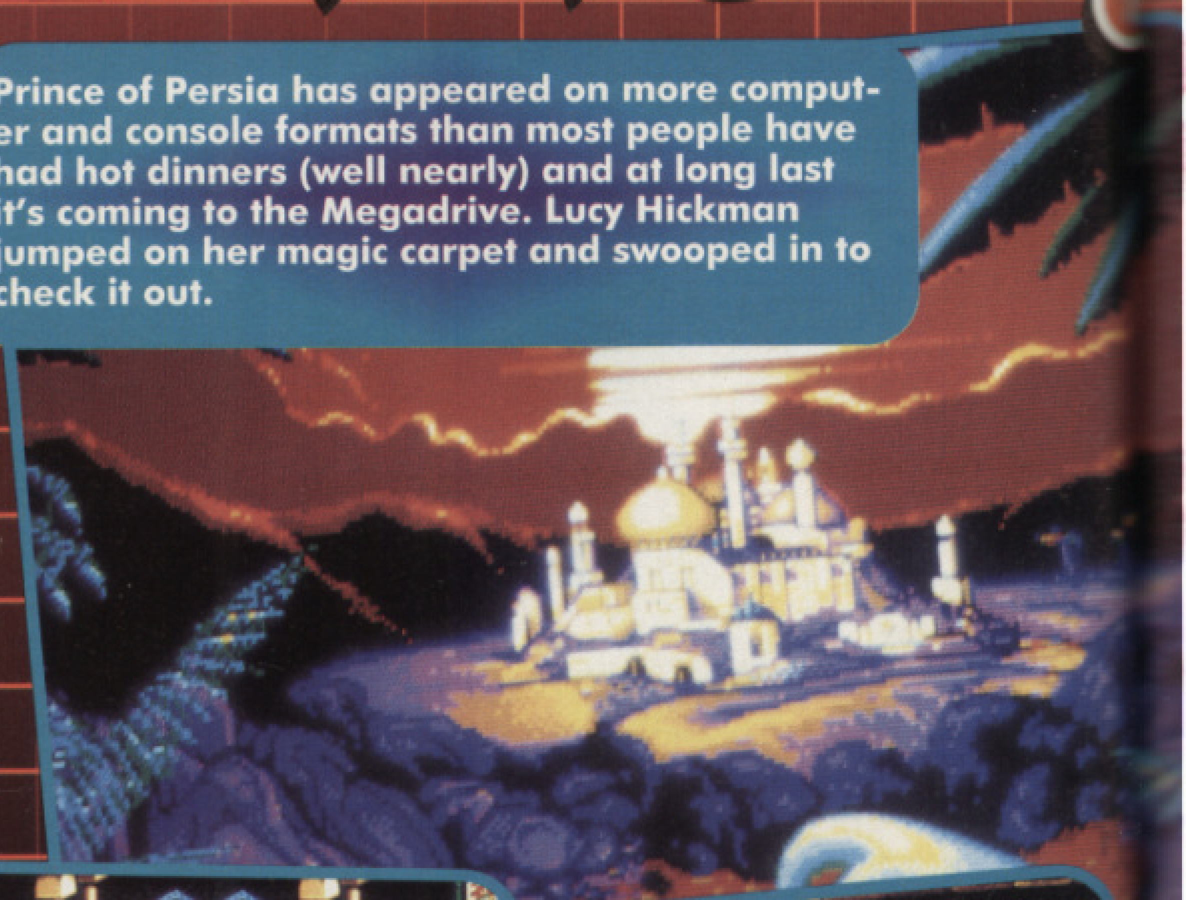
If I win, I'd like the official .... football kit.
In this size ....
Thank you very much.


I AM IMMORTAL
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Mega Advanced Gaming-91%
Sega Pro-92%
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PRINCE O



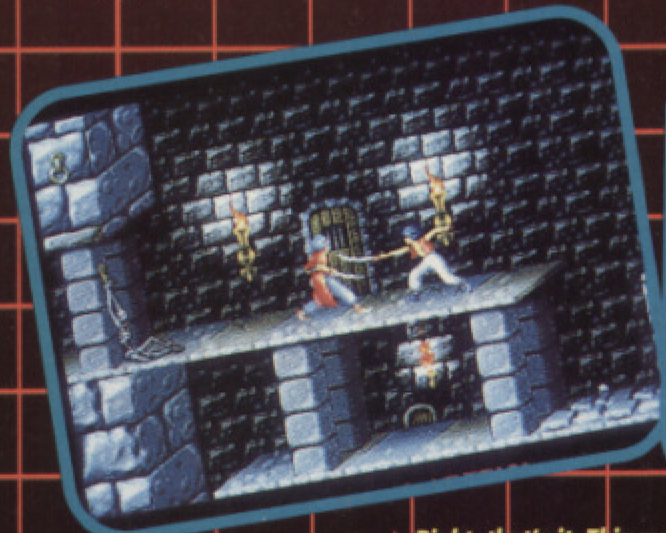
Prince of Persia has appeared on more computer and console formats than most people have had hot dinners (well nearly) and at long last it's coming to the Megadrive. Lucy Hickman jumped on her magic carpet and swooped in to check it out.

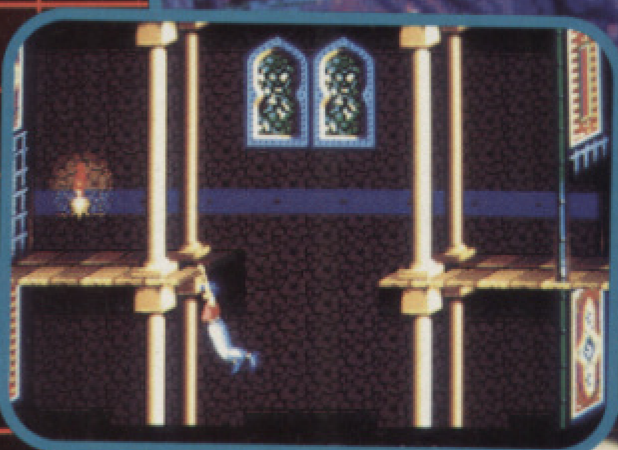


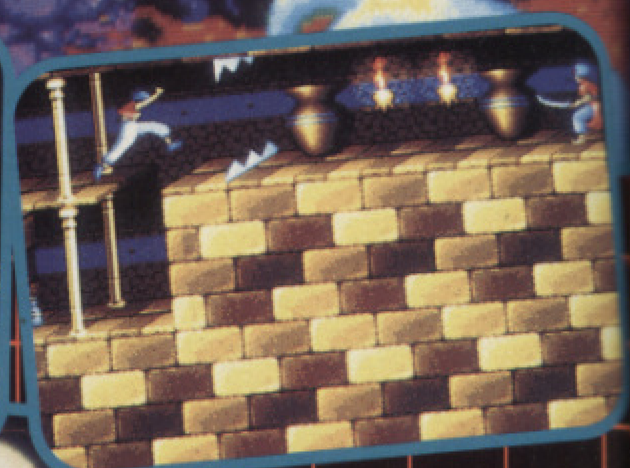
For too many ancient computer and console games are labelled "classic" — it seems that many games get past about four years old and automatically gain the title whether they deserve to or not. My idea of a classic is a concept which has stood the test of time — one that can be converted (and updated) in later years for different systems then still look and sound good while remaining eminently playable. And with the frighteningly fast developments in the computer and console world this is no mean feat.

Prince of Persia, since it's creation about four years ago, firstly for the PC by programmers Broderbond then quickly spreading onto other home computer formats, is certainly one that has earned this coveted title. The recent excellent conversion onto the Super NES only served to enhance it's cult status. It scored 96% in NMS (our sister magazine) for its enhanced presentation, sound and atmospheric graphics style and yet the essence of the game remained the same as the original PC version.

Domark is hoping to equal if not surpass the same calibre with the 8-Meg Megadrive version, due out in March and from our exclusive peak they may just achieve it. Or will they?...







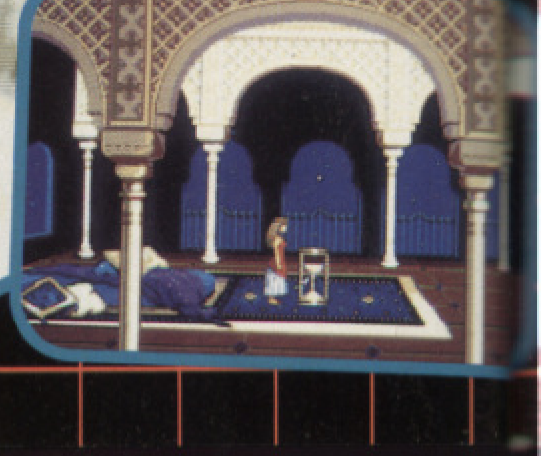
▲ *Right, that's it. This sword is going right up your nose and not stopping until it comes out your ear!*

▲ *Leap quickly through the man trap otherwise it's minced prince for tea!!*



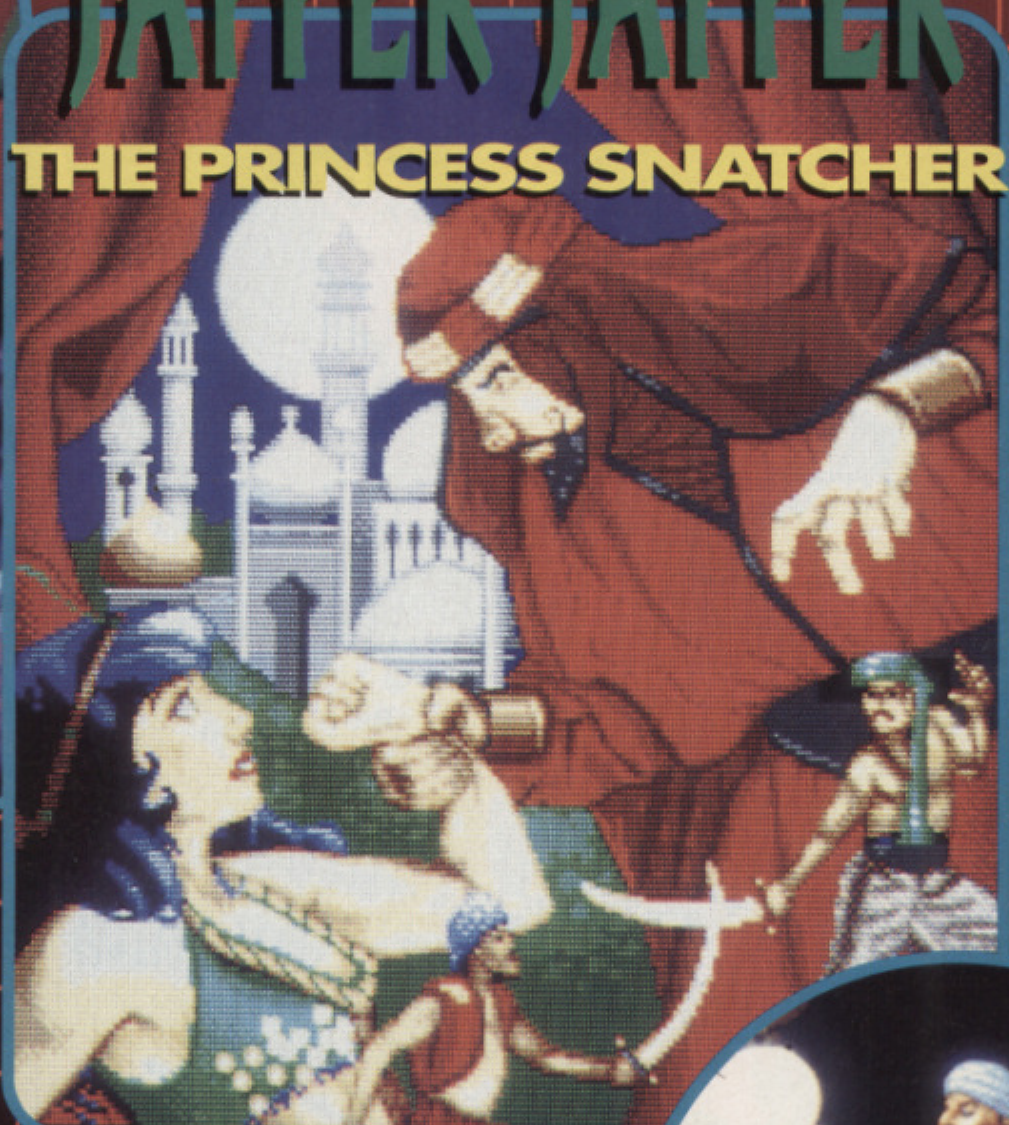


▼ *Where is that damn prince, his eggs were done ages ago!*



of PERSIA

JAFFER JAFFER THE PRINCESS SNATCHER



I'm sure you all know the story by now but here's a quick recap just in case: the Sultan of Persia toddles off to murder a few natives, leaving his Prime Minister, Jaffar in charge. Unfortunately, this mutant orange has seized permanent power and now plans to marry the Sultan's daughter to seal the coup.

Her fella, the hero of the piece (who strangely has no name but we'll call him Janet to avoid confusion) turns up to save her, only to get caught and locked up by the evil PM. As Janet, find a sword, fight your way from the dungeons, bludgeon your way to the castle and rescue the fair maid.

The first thing to note is that there's going to be a special European version — the American version is a direct conversion of the original PC but the European one has four all new levels included on top of the original 12 — and there may be more on the way (depending on cart space).

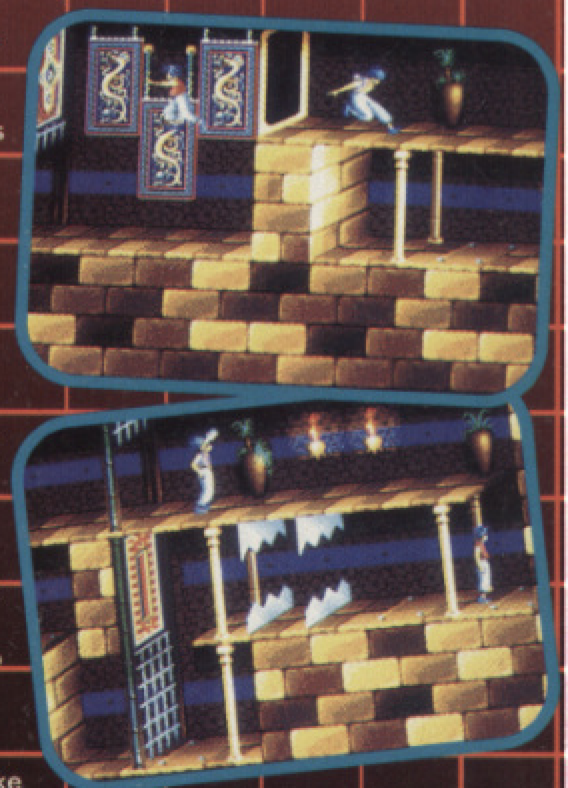
Programmer of both, Richard Walker explained that they wanted to do something completely original for both but it was vetoed because it sounded too much like Prince of Persia 2 due out soon on the PC. Under the terms of the licence, the graphic style has to be kept the same but Richard reckons he's improved them — check out these screenshots to make your own mind up on that one. He also reckons the effects, atmosphere and presentation have been improved by himself and his side-kick, Jim Blackler.

Prince of Persia is one of the first games which used digitised sprites — the programmer apparently videoed himself doing all the moves in his pyjamas. This version has 250 frames of animation for the hero and 250 between all the other characters. To create this version, Richard painstakingly mapped out the entire PC version and then transferred it, screen by screen onto the Megadrive! — patient man

Richard said: "We're aiming to make it the best version ever by improving all aspects. There are more puzzles which are subtle but challenging."

When asked how well Prince of Persia has endured over the years when compared now with games like Flashback he said: "This game is a cult thing. People who liked it on other machines will buy it and others will have heard of it and will want to see if it really is that good. They won't be disappointed — it's a great game which has stood the test of time."

You can make your own minds up about that one when we review it in a future issue of MEAN MACHINES.



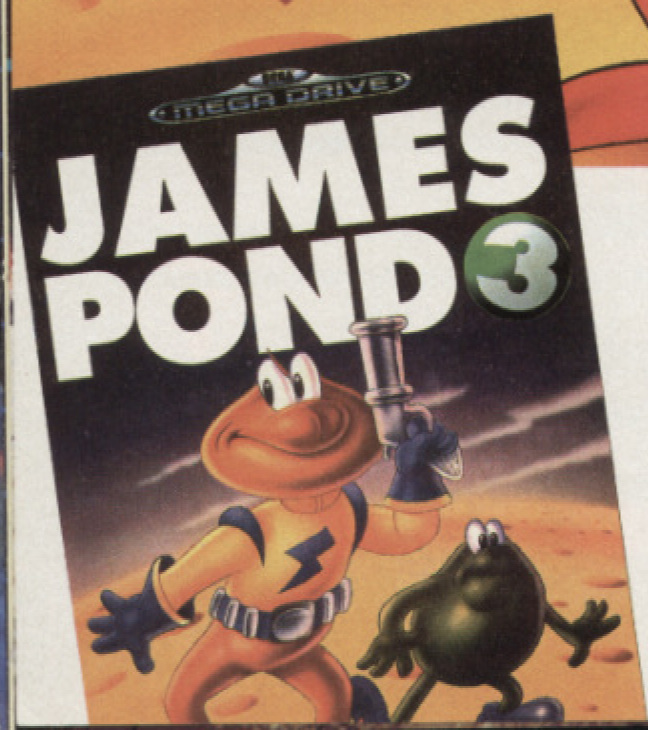
▲ *Are you seeing double or is it just another clever twist of the game?*



▲ *Janet, get out of your bubble and save the Princess!*

PROJECT	PRINCE OF PERSIA
FORMAT	MEGADRIVE
PUBLISHER	DOMARK
INITIATED	MARCH 93
RELEASE	MARCH 94





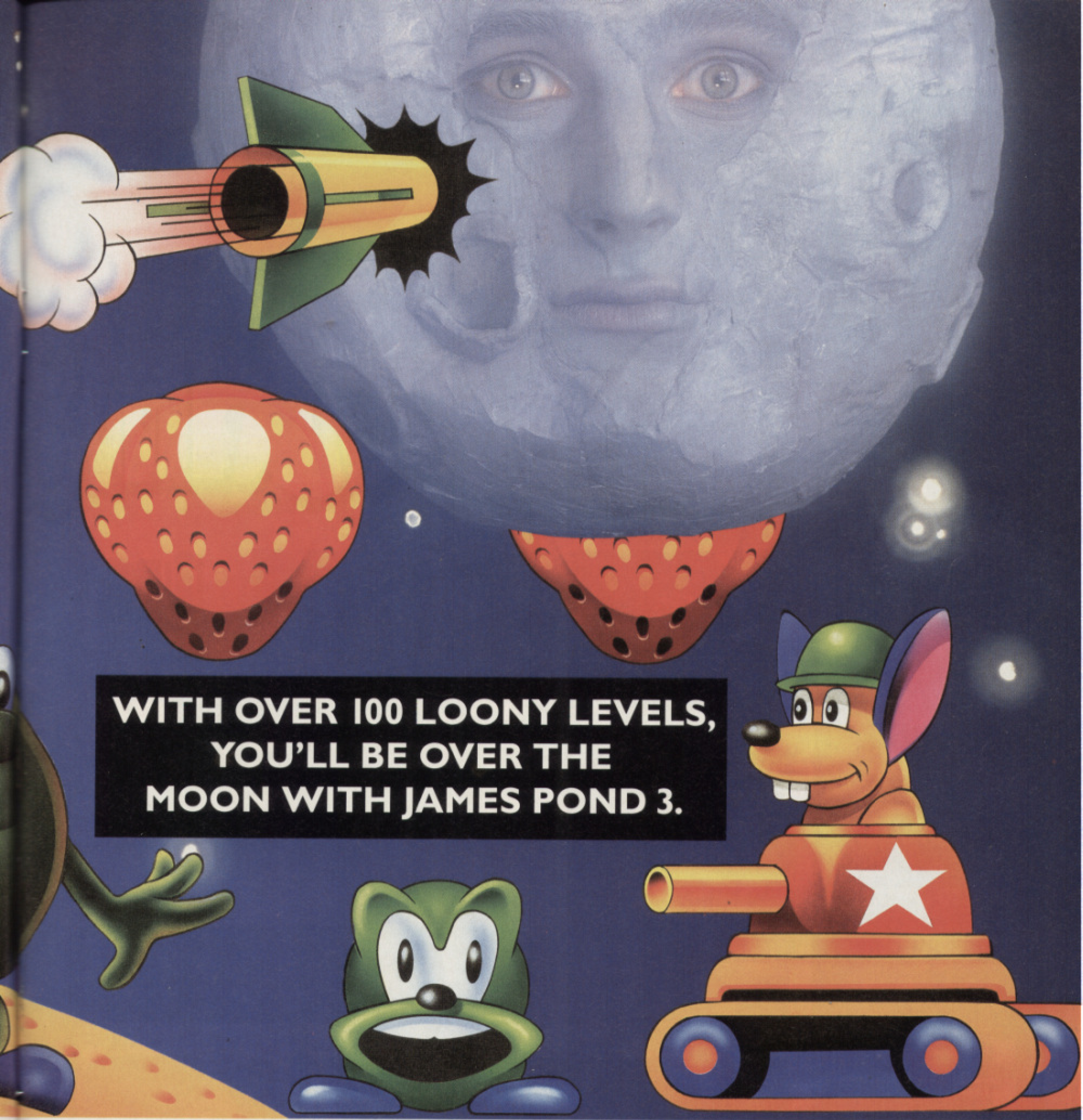
James Pond is back in the stunning sequel to Robocod.

Operation Starfi5h is his biggest adventure yet, with over 100 levels of lunar laffs – if you're player enough to find them all!

When it's discovered the moon really is made of cheese the dastardly Dr. Maybe moves in.

His cunning plan – mine the delicious dairy products and undermine the economy of planet Earth.

So it's destination moon for the intrepid Pond, aided by trainee



FI5H agent Finnius Frog and tooled up to the dorsals with a crater-full of groovy gadgetry. There's an army of cheesed-off aliens and hordes of Maybe's minions to face before the lunar landscape can be saved and the dreaded doctor dealt with.

James Pond 3: Operation Starfi5h – it's the cream of the crop.

ELECTRONIC ARTS™

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1-2 PLAYERS

PRICE	£49.99
BY	SEGA
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

45,000

ORIGIN

ToeJam and Earl previously starred in a zany Megadrive game of 1991. TJ&E 2 takes a new approach to gameplay.

HOW TO CONTROL

The D-Pad controls a large variety of functions as well as left and right, including ducking, aiming jars and searching scenery.

- **A** Funk Move/Funk Scan
- **B** Throw Jar/Panic
- **C** Jump/Funk Vacuum
- **S** Pause/Funk-tions

HOW TO PLAY

Search each level for hidden earthlings. Jar these and send them back in the rocket. Keep eyes peeled for secrets.

ToeJam & Earl in Panic on Funkotron



Earth. What a bummer. When ToeJam and his obese pal Earl crashed there back in 1991, it was all they could do to escape. Their spaceship had been totalled after an argument with an asteroid, and the opera singers, mad doctors, bogeymen and ice-cream vans of Earth generally made life quite difficult. But they got away.

Little did they know that they'd picked up some groupies, who clung to the outside of the spaceship as they blasted off. They only realised what had happened after they arrived back on Funkotron, and found middle-aged women with poodles terrorising the three-natives of the funkiest planet in the galaxy. The tourist influx threatens to create a massive credibility gap, which every funk scientist knows is a most dangerous phenomenon. So get these people on the first flight home!



▲ *Hi honey, I'm home!*





▲ *Spot the Ball and send your entry to the bin by next Tuesday.*



▲ *I've paid for every inch of this gut!*



MAY THE FUNK BE WITH YOU

Your my best mate, right? TJ & E 2 is a bit of a social experience to play, since it's much better with two at once. The action is maintained on a single screen, which means one of the characters occasionally goes out of view. Both have separate scores, but teamwork is very definitely the order of the day.

FUNK MOVE



The funk move allows either character to become a mere squidge of himself and move through solid objects, allowing him to escape tricky situations and reach remote bonuses.

FUNK SCAN



The funk scan allows the pair to view the strange alter-reality of Funkotron. Use at any point to see what hidden bonuses are sitting in the scenery, or even secret pathways.

BUDDY BOY

Your my best mate, right? TJ & E 2 is a bit of a social experience to play, since it's much better with two at once. The action is maintained on a single screen, which means one of the characters occasionally goes out of view. Both have separate scores, but teamwork is very definitely the order of the day.







MEGA GAME





COMMENT



GUS

Video games are rarely funny, and that's what made the original TJ & E stand out. Thankfully, this sequel is even funnier, with cleverer jokes, some really bizarre concepts and great effects. Even better, it's a much superior game. Okay, it looks like 'just another platform game', but I've lost track of the amount of original gameplay features. Catching the earthlings in jars is tricky because it's so unpredictable, so you won't suss out the game quickly. There are even special techniques that work on certain earthlings, like the photographers. It's also loaded with secrets — passages, gifts, characters and the hyperfunk zone. The standard of presentation is exceptional, with fabulous backgrounds and animation, and stunning sound. The music is seriously stereophonic and the samples are brilliant — just hear the ghost cow! This is without doubt a completely classy megagame, and not just for platform fans.



▲ *Just my luck to get a complete maniac flying my magic carpet!*

HYPERFUNK

Occasionally, the fabric of Funk rips a little, and a gateway to the Hyperfunk zone emerges. Jumping into this gives the character the chance to amass loads of bonuses, but it's against the clock, and the funk move must be used to avoid the pathways back to reality.





▲ *Go easy on the bubble because with one little prick it could be all over!*

ToeJam & Earl in Panic on Funkotron

DON'T PANIC!

There are two other abilities open to ToeJam and Earl. The first of these is the panic button. Each one of these grants a short period of total madness, with the characters running around throwing jars in all directions. In Panic Mode they cannot be harmed - useful if you're surrounded. The Funk Vacuum is a way of drawing any extra funk that may be in out of the way places.



▲ *There's only one thing left to do: PANIC!*



▲ *The Funk Vacuum does its sucking stuff!*



▲ *Oh decisions decisions. Should I go for the oak or this nice little number in mahogony?*



▲ *He wore an itsy bitsy, toony woony navy polka dot bikini...*

HAVE A FEW JARS

The earthlings are running amok across Funkotron, and are too dangerous to travel freely. They must be contained in preserving jars. Striking earthlings with a few jars is enough to contain them. However, trapped 'lings should be collected before they escape the pickle they're in.



Both characters are jam jar sharpshooters. The D-Pad offers some fine-tuned throwing. Jars may be tossed vertically, thrown low, hurled down from mid-air, or even laid as traps. Special mega-jars are available, that can ensnare a foe in one impact.





THE GREA

Funkotron is a dense place, for dense people. Look in the undergrowth and you'll find all sorts of goodies. Trees and bushes may con-













T OUTDOORS

tain bonus gifts (funk, points or money), and rocks may hide bushes. There are also some other recurrent landscape features:

BUTTONS

It's hard to be precise here, as pressing a button can do one of many things, usually nice. Sometimes all that happens is another button appears.

PARKING METERS

Much like buttons, but these cost money. (See fungus for an extra meter function).

HOUSES

The inhabitants of Funkotron are a bit miffed that you brought the earthlings, but call them in and they may give you some help.

FUNGUS

Fungus is bouncy, allowing the heroes to reach high places if you keep tapping the fire button. If there is a meter beside the fungus, you may pay to enter a trampolining contest. Such contests are adjudicated by a panel of judges!

THE BIG BLUE

Undersea waterways are an important part of the game. Both characters have limited airtime, which may be extended by giving a fish a good suck!

WATER FOUNTAINS

Truly, founts of wisdom. By approaching these you get a mouthful of advice.











FOOLISH EARTHLINGS!

ToeJam and Earl featured some outrageous inhabitants of the home planet, but the visitors to Funkotron are even fruitier. Read in disbelief a selection of their case-notes.

MY LITTLE PONYTAIL

This minx likes nothing better than to taunt you, then stamp on your foot and kick your shins. She also loves to play hide and seek.

BAD FAIRY

She the granny of one of the Red Arrows. While not performing death-defying loops, she's dropping laughter bombs, leaving the pair in stitches.

BOGEYMAN

The bogeyman featured in the original, and he's a scary nuisance. His party trick is to sneak up, leap out and scare the All-Bran out of you.

COW GHOST

The vengeful spirit of a dead freisian is a chilling sight. From beyond the Outer Limits of dairy farming, she swoops down to possess your soul in a whole manner of unpleasant and often cheesy fashions!

COMMENT

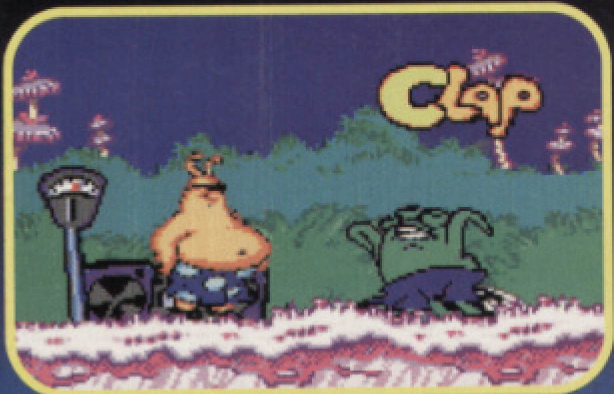


RICH

Well here's a surprise — a platform game that oozes originality! As Gus says, there are loads of decent original features packed into the game that make it an instant classic. I particularly like the jam sessions with ToeJam and Earl's funky pals. Everything about the game is slick and classy. The graphics are absolutely superb. They're all brilliantly defined, there are huge sprites and everything is decked out with vibrant colour schemes. The sound is similarly brilliant with astounding samples and amazing music. Brilliant to play with either one or two characters, ToeJam and Earl is an excellent title and one well worth picking up upon its New Year release.

JAM HOT

The jam sessions are a cool part of the game. Find one of your pals with a deck and they'll beat out a rhythm for you. Hit it out with the joypad's beatbox sounds and you get rated from 'lame' to 'awesome'.





▲ *I asked the agent for somewhere hot but this is ridiculous!*



▲ *But you must be my dad, we look exactly alike!*







▲ *When the going gets tough dive down a man hole cover!*



PLANETARY PAD

The arrow at the bottom of the screen acts like an Earthling radar. A pink arrow leads you to the nearest renegade, and a flashing button means they are very near. Once the green arrow appears, head for the launch pad, that sends the jars homeward, and catapults you to another part of Funkotron.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 93

▲A password system, a great two-player mode, a kiddies mode and the option of hints on or off. Superb in-game presentation.

GRAPHICS 94

▲Funkotron looks like a wild place, and the earthling mickey-takes are fab. Amazing psychedelic patterns.
▼All that colour brings on eye-strain!

SOUND 95

▲Brilliant. God knows how many megs of memory used for hilarious samples and a stream of laid back tracks.

PLAYABILITY 92

▲The game gets stuck in from the first moment of scene one. There's something new at every turn. There's a great balance between satisfaction and frustration.

LASTABILITY 89

▲The game area is massiveand the game gets really demanding.
▼With a password and continues, committed players soon crack it.

OVERALL 91

A sequel that completely outshines the original. The wittiest game on the Megadrive and breathes fresh life into the platform game genre..


WHEN IT'S OUT, IT'S IN.
PLAY BEFORE YOU PAY IN THE GAMESMASTER ZONE
GGGOOAALLL!
AAAAAAAAH!
MEAN MACHINES SEGA RATING
94%
FIFA INTERNATIONAL SOCCER
FIFA SOCCER
Sega Mega Drive
Release: 3rd December
Review: "E.A. has pulled out the stops to create an experience rather than a mere game."
Mean Machines Sega
£44.99
STREET FIGHTER 2 SPECIAL CHAMPION EDITION
98%
Sega Mega Drive
Available now
Review: "Undoubtedly the greatest Mega Drive release ever." Mean Machines Sega
£59.99
ALADDIN
91%
Sega Mega Drive
Available now
Review: "An unmissable blend of Disney animation and the cream of 16 bit platforming."
Sega Power
£49.99
SONIC SPINBALL
90%
Sega Mega Drive
Available now
Review:
"The depth of the game play makes Spinball a joy to play."
Sega Power
£49.99
ZOOL
82%
Sega Mega Drive
Release: 17th December
Review:
"The attention to visual elements makes it colourful enough to be captivating."
CV&G
£44.99
10% OFF
COMET
GAMESMASTER ZONE
DISCOUNT CARD
Bring this page to Comet and we'll give you 10% off any software game.
Plus we'll throw in a discount card valid until 31.08.94
COMET
YOU KNOW WHERE TO COME.

MEAN YOB

I can see Rene Russo's bottom from here, and very nice it is too. But unfortunately, the only bottom I'm likely to grope today is the one at the end of my mailbag as I sort through the waste of natural resources that are your letters. If you've got anything remotely interesting to say, why not write in to: DSM KNFK4NEQGKD ANGKSDAO[IE WFAMNF, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CHEESY DEMONSTRATION

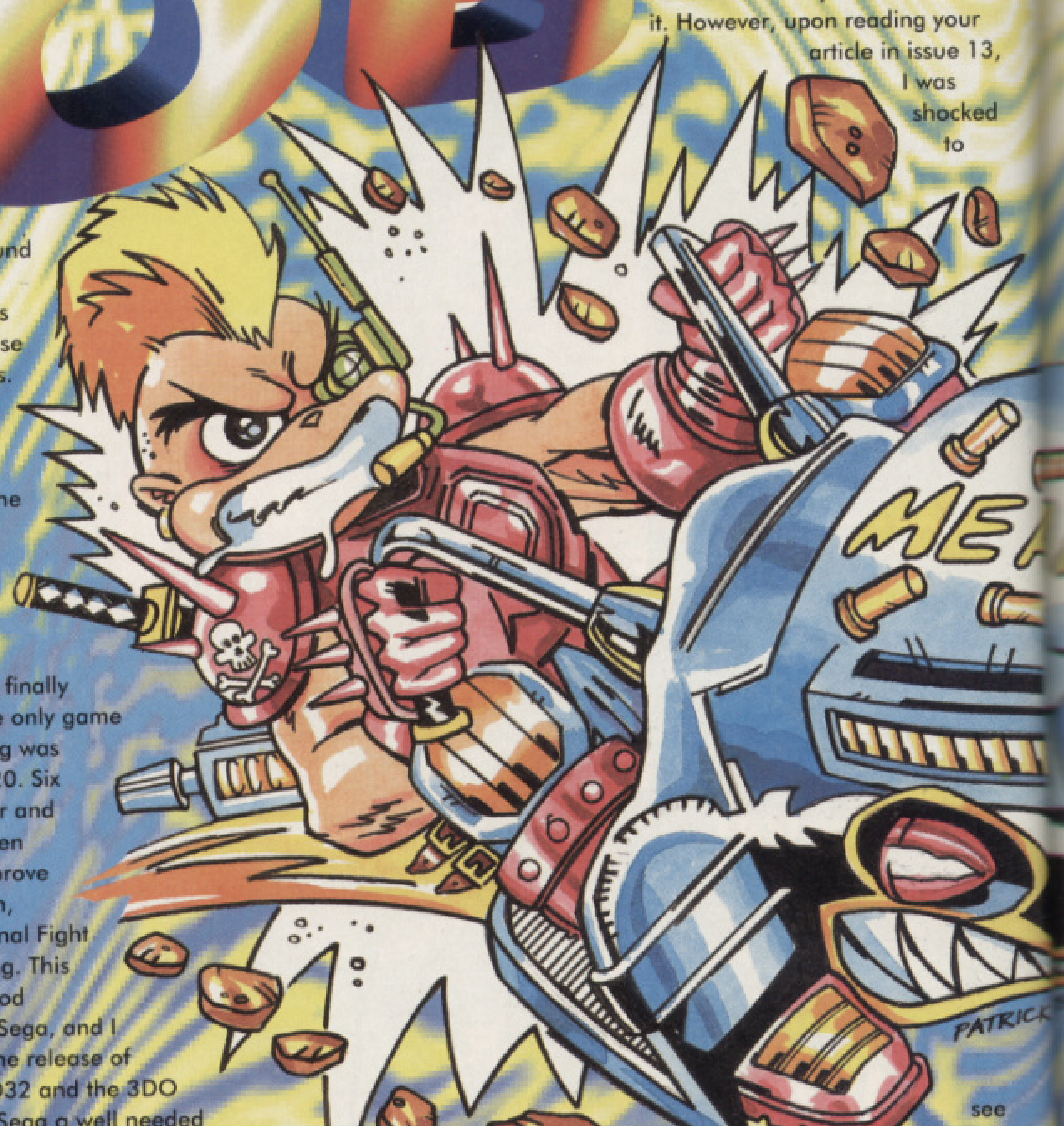
Dear Yob

After reading the review of Streetfighter II SCE in the last issue, I couldn't wait to buy it. A few days later on Digitiser I read that the release date was to be put back yet again. The excuse was that the release of the Turbo Edition for the SNES would detract from its publicity. That's b*ll*cks.

Streetfighter II has such a massive reputation that it would sell by the bucketful without a single penny being spent on publicity. this is another example of Sega p*ss*ng around with the release dates at the expense of us gamers. Another example is the Mega-CD, the release of which was delayed many times and when it was finally released the only game worth buying was Jaguar XJ220. Six months later and little has been done to improve the situation, with only Final Fight worth having. This just isn't good enough by Sega, and I hope that the release of Amiga's CD32 and the 3DO might give Sega a well needed kick up the backside, because I'm sure that with more choice for games players they won't find it easy to continue their present success with their current attitude.

Chris Hanson, Cheadle, Cheshire

YOB:So you're not a happy bunny, then. Lepus miserablus would be the correct phrase to sum up your current disposition. Why not strip naked, cover your rude bits with a variety of different cheeses and walk up and down outside the Sega offices with a placard saying 'I'm a bit cheesed with Sega's release policy'. It might not do any good, but at least when you get released from your public indecency charge, there might be a great range of new Mega-CD games for you to buy.



IS HE OR ISN'T HE

Dear Yob

I am a devoted gamesplayer of twelve years. I have been buying your mag for many months and have been totally satisfied with it. However, upon reading your article in issue 13, I was shocked to see how totally biased you were towards Streetfighter II. Come on, Mortal Kombat is too easy in one-player mode, but otherwise Mortal Kombat is a perfectly good beat 'em up. Streetfighter II is an amazing game, and deserved your 98% rating, but Mortal Kombat is a lot better than you say.

Nathan Williams, South Wales

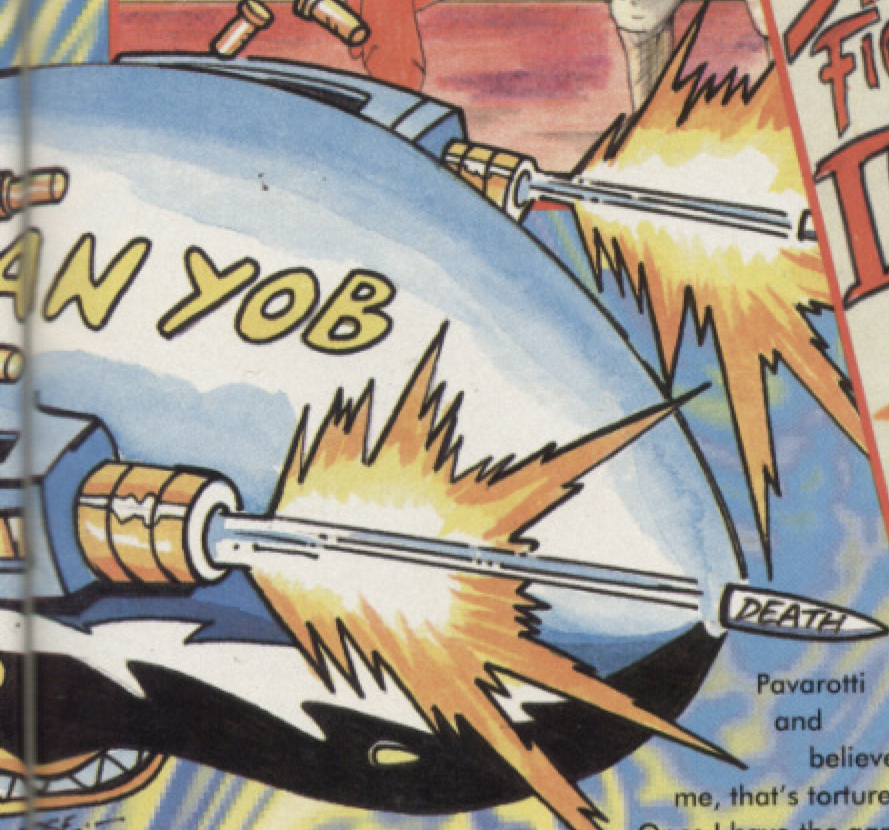
YOB:Well, there we have it. Who is right? Us professional

gamesplayers who have about 20 years playing expe2rience between us, or you, 12-year-old Nathan from South Wales. The choice, as they say, is yours.

BYE BYE BRAIN CELLS

Dear Yob

I've kidnapped Sonic! If you don't send me Jungle Strike I will subject him to 20 minutes of



Pavarotti and believe me, that's torture. Once I have the game (at your expense) I will send you Sonic in a smart little Skoda — cos I know you have been wanting one! Hahahahaaa! Yours Mockingly,

Stuart 'Doc' Johnstone

YOB:I think someone's kidnapped your brain...

SHINOBI CONFUSION

Dear Yob

Firstly, congratulations on your excellent magazine. I just love the free gifts, keep 'em coming.



Season of good will? Not as far as Tom Slinner from Barnet is concerned!

Anyway, there is one thing that I'm not sure of. In the Jan issue you reviewed Shinobi III for the Megadrive. Now, in your latest issue (we get it a month or too late because of shipping) you've got Shinobi III for review again. The question is, are these two the same or different? They look very similar. Thanks for the help and please print the letter.

Cary Pilcher, Australia

YOB:After our review, Sega decided to put back the release date and tweak the game based on our comments. So we decided to review the game again because it was a bit better than the original version. Hence the deja vu situation.



More fab Street Fighter II shenanigans from Dean Wardell of Dagenham, Essex.

THE BRAIN DRAIN

Dear Yob

I am writing to ask you if you have any Sonic 2 transfers left from issue number two of Mean Machines Sega. I had one, but I accidentally stuck it on the back of my jumper instead of the front and now it looks quite stupid, so could I please have another? I would also like to know when you are going to review Master System games like James Bond, Robocod, Cool Spot, Ecco, Jurassic Park, Roadrunner, Sonic 3, Star Wars, Streets of Rage 2 and Strider 2?

Tyrone Montack, Canning Town, London

YOB:Sadness alert! Sadness alert! Sadness alert!. I haven't got any more transfers left, so you'll just have to walk down the street backwards and hope people don't notice.

OH NO NOT AGAIN

Dear Yob

Please tell Mrs Shelley to quiet down a bit. I think people are getting too excited.

Aubrey Hesselgren, Reading

YOB:Okay. Mrs Shelly, please be quiet. Your extraordinary ejaculations are exciting the populace.

SHELLY



Hmm, Yob with rabies. It'd probably improve his temperament!



Marie Ann Onymous wonders "witch" of the many new Sonic games to buy.



Big Bison is watching you! Nice one Christian Ward of Wolverhampton!

SHILLY-SHALLYING

Dear Yob
I have been reading MEAN MACHINES for over two years and have never been fed-up with your page — until now. I blame the likes of Martin Wilton (issue 12, MMS) and Paul Kelly (issue 11). Yes, I agree that Mrs Shelly is a thick, narrow minded stuck-up cow whose idea of fun is listening to the Queen's Christmas speech. However, are you so stupid that you are unable to realise that everyone feels the same way and I for one are getting fed up of reading the same old crap every month, so please, please just shut-up about it. Also, Chris Wright (issue 11), if you look under 'Regulars' you will see that it says 'Q+A'. Just in case you haven't grasped it, this is where you send your letters to, not Mean Yob. By the way, Chris Wright, Baldock, is an anagram for 'Wright Bald Cockerish'.
Stuart Wigley, Stoke Newington
YOB:I'm not the one who's keeping the shambling Shelly thing going. It is you and other readers. If you don't want to read any more about old skiddy-drawers, why write in about it knowing that you'd set me off again, cretin boy from Zod?

NEW IMPROVED

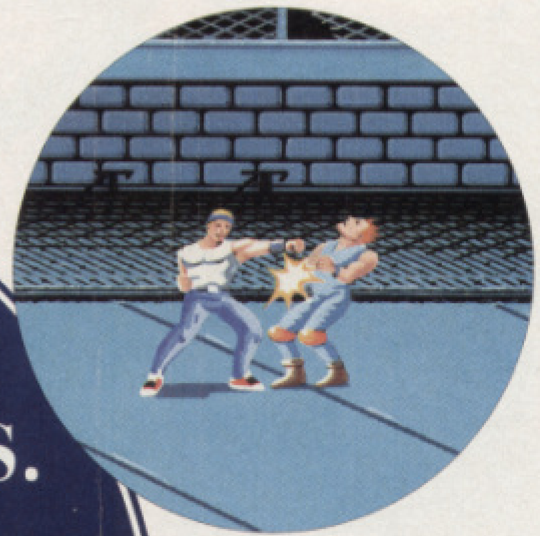
Dear Yob
I think your magazine is the best ever and I wouldn't miss it for the world. Please answer me one question. Every month I buy CVG and when I read Yob's mailbag there are pictures all over the page like someone is trying to blow a hole in someone else's head. It's crap. It would be better if the pictures had more detail to them. I am not one to complain but this had to come out. Other pictures are good, but some are not. Please take notice of what I have written.
PS I would like the £100 if possible.
Chris Collins, Tamworth, Staffs.
YOB:Well, unfortunately the Mark I YOB as present in CVG is happy with mediocre quality stuff. Wheras I, the improved, new highly intelligent Mark II model with swivelling nodules have a far higher quality control. I would like you to have the £100, but sadly it's not possible.

BEAGLES'



Thanks to Francis Anthony of Essex for this batty offering.






ies Hank Plank...


BIKE
RUDE



More creative crayoning from Christian Ward of Wolverhampton!

BEAGLES' DANGLY BANGLES

Dear Yob
Let me start by saying how outstanding your mag is. I wasn't expecting such an excellent Streetfighter II review. Now onto the subject. Throughout your mag there are many mail order companies and there's nothing more wall-buttingly annoying than sending out a £35 cheque and having to wait 4-5 months for the blasted thing to come when it states, "Please allow 28 days for delivery", or something along these lines.
This is where your magazine comes in. I and millions of other readers know that you are the most accurate, sensible and reasonable magazine for reviews, previews, news etc. BUT, as I have mentioned before, it's impossible to believe any old mail order company. If you could run one yourself it would be fully appreciated by all mail orderers, I'm sure. I hope you'll at least consider the idea, and I'll keep buying your boss mag every month.
Andy Davies, Runcorn, Cheshire

YOB:Yes, our organ is certainly outstanding! We have toyed with the idea of setting up a MEAN MACHINES mail order firm, but sadly it's not a viable proposition. Lord EMAP needs the money to refurbish his luxury Carribean cruiser...

CONFESSIONS OF A PLONKER

Dear Santa/ Yob
This Christmas I would like my letter to you to be printed in Issue 15 of that skill mag MEAN MACHINES SEGA. I would also like to take this opportunity to apologise to my best friends C. Lamens and C. Chaplow because I have been very mean to both of them and I hope they will take me back. I would also like to apologise to my friend William (Will) because there was a new girl at our school who joined our year and Will confessed to me that he <u>really</u> liked her and I promised not to tell anyone but I broke my promise and spread it around the school and then Will got loss of contact between brain and mouth whenever she was around which lead to embarrassment then I forced him to write a really embarrassing letter to her which caused even more embarrassment. So please Almighty Yob, Oh Gracious One! Can I ever be forgiven for this? Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! And please let me become a better person perhaps like Will.
MERRY CHRISTMAS ALL OF YOU AT MEAN MACHINES SEGA!
James Davidson, Nantwich, Cheshire.

YOB:And the arch-angel Yob didst cometh down from on high and didst say unto James Davidson: "Thou hast the brains of a lobotomised jack ass with mad ass disease, thou couldst win a Nobel Prize for thou extreme nobbiness and verily the friends thou hast wronged should take you back — to the depths of the stomach of a pig where all foul tapeworms of your calibre truly belong.

SHILLY SHELLEY

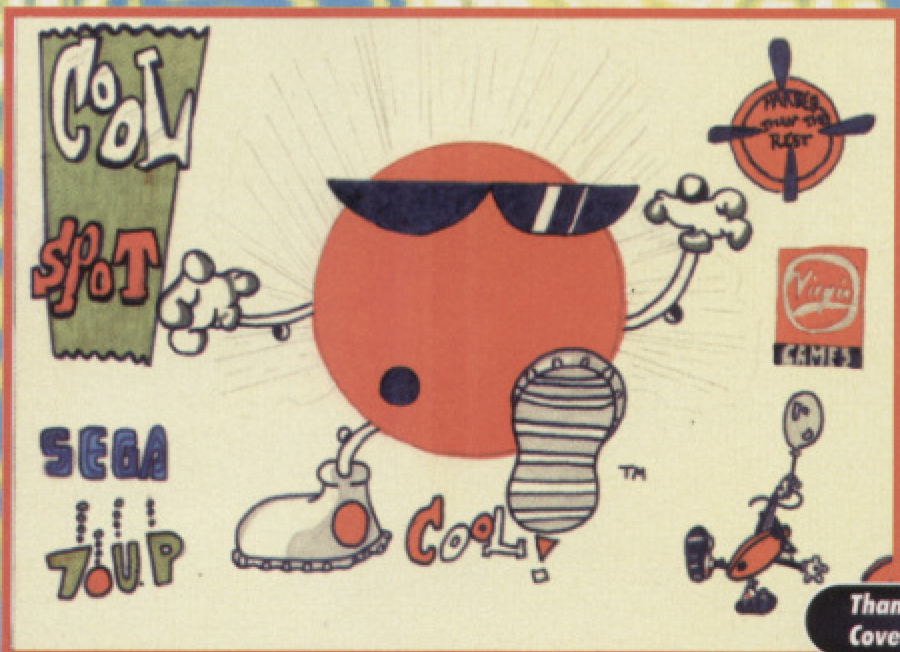
May I say firstly, I've been reading your mag for a year now — keep up the excellent work! I'm a 31-year-old wife and mum of three. I own a Megadrive and a Mega-CD — there's no age limit to gamers!.



Blimey, this section should be known as the Christian Ward art exhibition this month!

Mrs Shelley is entitled to her opinions but so am I. I've had my Megadrive for a year and my Mega-CD for about six months and I can't say that my kids or I have had any urge to be violent towards anything or anybody and I play my machines for hours — I love them!
I have all the best beat 'em ups, and I love platform games which have greatly improved my patience, my memory, my reflexes and my dexterity — I personally can't find anything wrong with the games we play so stick that in your reefer and smoke it Mrs Shelley. She should realise that while kids have an interest in Sega gaming, this is an excellent hobby which keeps them off the streets. Plus my kids and their mates think I'm really hip.
I really wish the Megadrive had been around when I was a kid — it would have kept me from getting into so much mischief with my mates! Sega gets my support against the Margaret Shelleys of this world. She should stick to her hobbies (knitting? Ughh!) and leave us gamers alone. Gamers are not just irresponsible teenagers — I'm 31 and not ashamed of it, my gaming interest keeps me young at heart and in touch with my kids which seems to be half the trouble these days — adults are totally out of touch with their kids and with people like Mrs Shelley things they don't understand they have to undermine and eventually destroy.
I hope I'm still gaming when I'm old and grey!
Mrs Cathy Davies, Warrington, Cheshire.

YOB:It takes all kinds to make a world, I guess. It's just a shame that one of them has to be Mrs Shelley. If anyone else feels as she does though feel free to write in, we'd be delighted to hear from you!



Thanks very much to Mark Reading of Coventry for this zitty offering!



Upside down antics ahoy from some slap 'ed who forgot to put their name on the back!

Q+A

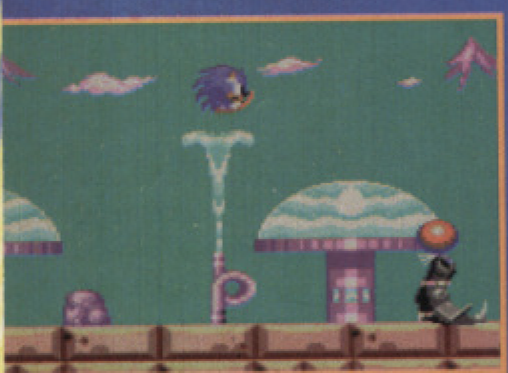
Okay people, hit me with your best shot. Your questions answered, your problems solved because with the coming of the festive season my pearls of wisdom are shining brighter than a very shiny thing that's just had a polish and I'm going to share them with you lucky, lucky people. So dust off your brain cell, put on your special writing head, get your queries down and send 'em in to: CALIFORNIA DREAMING ON SUCH A WINTER'S DAY Q + A, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

WOTSITS

Dear Jaz

Please could you answer these questions.

1. When will Streetfighter II come out for the Mega-CD?
2. Which is the better, SFII Turbo on the SNES or SFII Special Champion Edition for the Megadrive?
3. Will there be any new characters for Streets of Rage III?



▲ *Sonic does his stuff and prepares for his all new adventure — Sonic 3!*

4. When is Sonic 3 coming out and is it any good?
5. Could you tell me some of the Mega-CD games coming out next year?
6. What's the worst game you've ever reviewed for the Megadrive?

James Yorke, Chatham, Kent.

JAZ: 1. Doesn't look like it will at the moment. 2. The Megadrive one. 3. Yes. 4. January and yes. 5. Yes I could. 6. Dracula.

BAPS

To Jazza

I have some questions for the master. Thank you.

1. I've heard that Ken from SFII has a death move is it true?
2. Is a Take That or Bad Boys Inc Make My Video coming out?
3. I heard that in Streetfighter III, Chun Li's sister is one of the characters. Is it true?
4. Is there a Mortal Kombat 2 on the way?
5. Are there any Tennis games coming out on the Mega-CD?

David Oxley, Hornchurch.

JAZ: 1. No. 2. Aaaaaaaaaaaaaaggh. 3. No. 4. Yes. 5. Not at the moment.

DAIRYLEA

Dear Jaz

Please could your great knowledge of computer games help me out.

1. Is it true that Virtua Racing is being released on the Megadrive and if so when will it be released?
2. Will you need the 3D goggles to play it?
3. Will they come with the package or sold separately and how much will they cost?
4. Which is the best Megadrive game out of these: Micro Machines, Flashback or Mortal Kombat?

Chris Foster, Chelmsford, Essex.

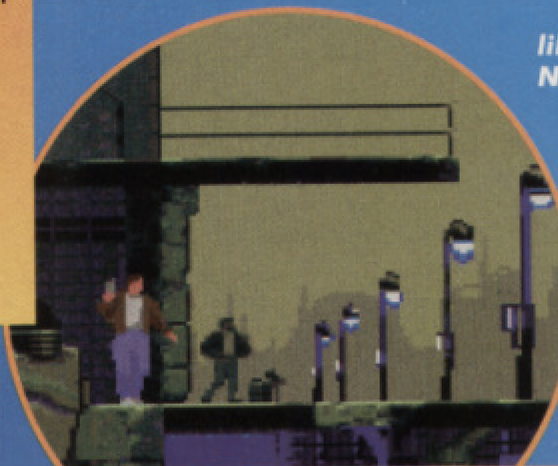
JAZ. 1. Yes. In January. 2. No. 3. Wibble. 4. Micro Machines.

SOUFFLE

Dear Jazza

Could you please help me with these questions.

1. Should I sell Sonic 1 and 2 and buy a Game Gear?
2. Could you please explain to me what a CD and G disc is?
3. Which game should I buy, Thunderhawk, Sonic CD or Silpheed?





▲ *Flashback on the Megadrive. Is it cack? Is it heck as like!*

4. Does anybody at MEAN MACHINES dislike Flashback or am I the only one?

Darren Price, Nottingham.

JAZ: 1. Why would you want to do that? 2. It's a music CD that also has cacky graphics on it which come up on the TV if you put it into a machine capable of displaying them. Mega-CD is such a machine.3. Ooooo. I'd probably choose Sonic if it was up to me. 4. Yeah. I can see it's a great game and lots of people like it, but I didn't play it much.

K CHEESE

Dear Jaz

I have a few questions for you, would you be so kind as to answer them please.

1. Now that Konami are producing Megadrive games will they convert some of their coin-ops like Knights of the Round?
2. Is Landstalker any good?
3. Do you think the Master System is on its way out?
4. Is the Nintendo 64 Bit machine in production yet?
5. If it is, do you think Sega will make their 32 Bit Saturn into a 64 Bit one?
6. Are there any decent war games on the Megadrive apart from General Chaos?

Ben Avery, Redditch.

JAZ:1. I doubt it. 2. I don't like it much. 3. Yes. 4. No. 5. No. 6. No.

MACARONI

Dear Jaz

Could you please answer some questions for me.

1. Who could I contact to get a job in game testing?
2. How much do game testers get paid?
3. Do game testers just play games on any system to see if they're any good?

Ken Chung, Cambridge.

JAZ: 1. Write to the firms you want to work for asking whether or not they need your services. 2. Peanuts. 3. No, it's infinitely more involved than that.

SPREAD

Dear Jazza

Please could you answer these questions as they are driving me crazy.

1. Is Microprose Formula One Grand Prix ever going to come out for the Megadrive. If so when will it be released?

2. Is Sensible Soccer coming out for the Megadrive?

3. Is it true that some programmers are going to make an Indy Car game. Of so, when will it be released?

4. Are Sega ever going to make a racing game like Mario Kart?

Daniel Norton, North Hykeham, Lincoln.

JAZ: 1. Possibly. 2. We reviewed it last month. Doh! 3. No. 4. There's no sign of one yet, although Acclaim are allegedly working on a 'Mario Kart beater' for Megadrive and Super Nintendo.

LEICESTER

Jazza, the King of Games Playing

How's it hangin' man? Just wanted to ask a few quezzies.

1. When will the wicked Atari Jaguar be released?

2. How much will it cost?

3. Will it really be a match for the 3DO and the Saturn?

That's it for now, keep up the good work...

Michael Jackson, Neverland.

JAZ: 1. Next month. 2. About £200.00. 3.If the software utilises the machines best features, yes.

WELSH RAREBIT

Dear Jaz

Please, please could you answer my questions as I am dying to know the answers.

1. Will Super Star Wars and Super Empire Strike Strike back appear on the Megadrive?

2. When will Monkey Island 1 come out on the Mega-CD?

3. Will they have speech in them?

Rowan Piper, Highams Park, London.

JAZ:1. There's no release planned at present. 2. Early next year. 3. All the other CD versions have speech, so there's no reason why this one shouldn't.



Jungle Strike on the Megadrive crap? James Herriott you are an ass!

CHESHIRE

Dear Jaz

1. Could you please tell if there's going to be a Game Genie or something for the Mega-CD one day?

2. What games do you get in the bundle when you buy the Mega-CD?

Mark Hood, Mexborough, South Yorks.

JAZ: 1. Nah. 2. The old stocks contain Sol Feace (cack), Cobra Command (a bit cack) and a disc containing five old Megadrive cartridge games - Columns, Revenge of Shinobi, Super Monaco GP, Golden Axe and Streets of Rage. The new pack will contain Road Avenger (a bit cack) only.

CHEESECAKE

Dear Jaz

Seeing as you know all and MEAN MACHINES is the greatest mag I thought I would write in with a few questions.

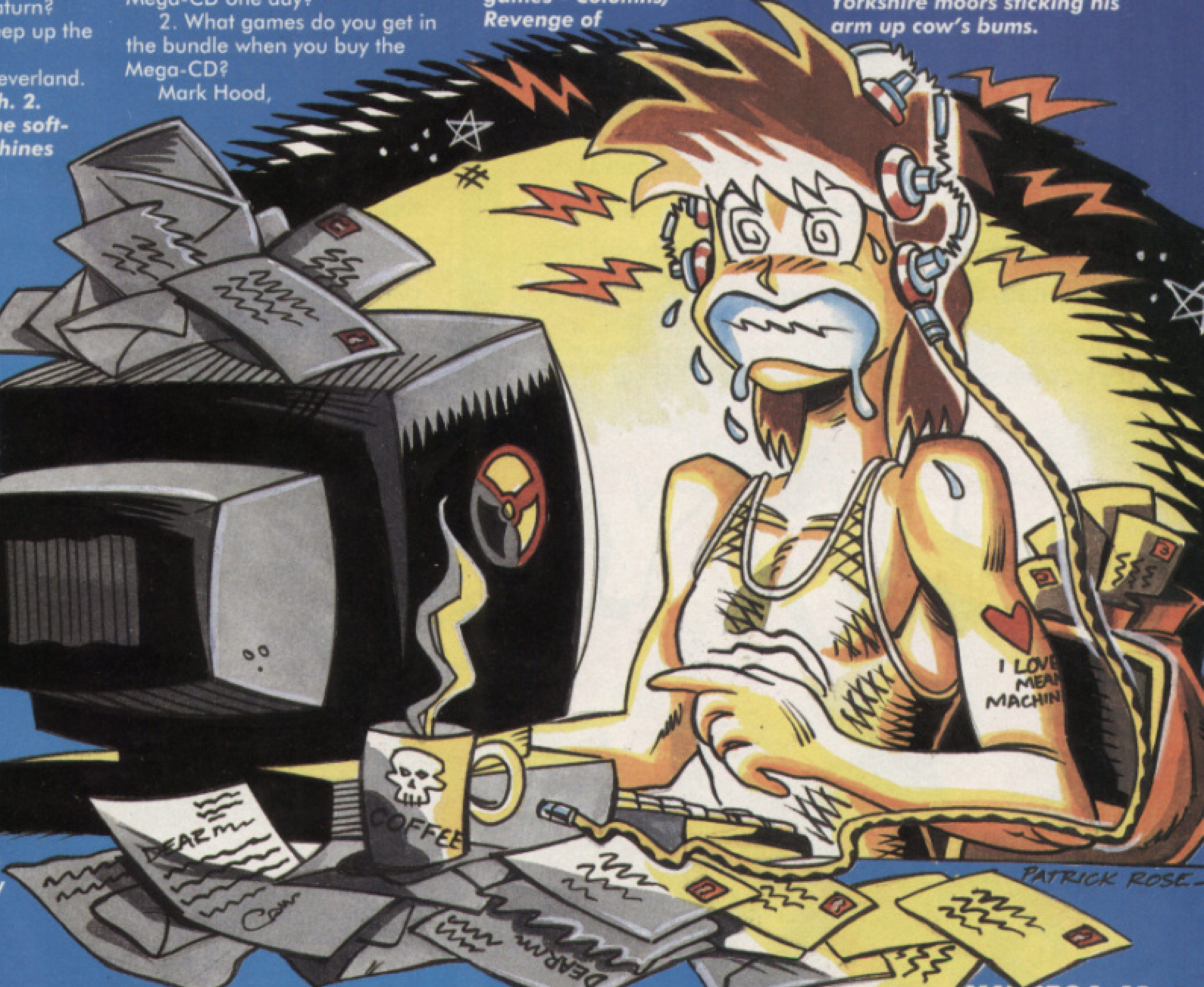
1. Is Lethal Enforcers any good on the Megadrive and did you like the arcade version?

2. Is EA FIFA Soccer really brilliant (I hope so because I want a decent soccer game)?

3. I bought Jungle Strike but after playing it my friend James Herriott said it was crap. Is he a sad fool or what?

Kevin Tebb, Rickmansworth.

JAZ: 1. It's cack. But then I thought the arcade version was a pile of old cheese too. 2. Read my labia: yes. 3. What do you expect from a man who has spent his entire life trapesing around the Yorkshire moors sticking his arm up cow's bums.



THEM... YOU RECKON!



other type you're fanatical about.
And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*
With more stores, in more towns we've always got the best deals on Sega and Nintendo games.
So if the only move you've mastered is not to look a gift horse in the mouth, you'll recognise that you can't beat Dixons for choice and value; on any street

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BEAT Dixons



PAULS TIPS

Merry Happy New Year and Christmas Seasonals everyone! I've had lots of letters lately moaning that some games are too easy or something. In some cases this is true but for many games it's not how soon you get to the end that counts but how so. Take Gunstar Heroes for example, as is the general rule it's no big thing beating the game — that's what the programmers intended anyway! The crux is the style in which the end is reached. The really good games are ones worth returning to even after completion — this is when secrets are uncovered or cool tricks learned. By the same token, it's unlikely that players will slog through a game, obtaining all the level codes if it's a real duffer! Instead of complaining why not go back and play through your fave games again — there's bound to be something you've missed. **Mat Miller** and his mate **Herdy** seem to have endless solutions to their games at the moment which is why they claim the excellent Electronic Arts carts this month! Empty the contents of your brains onto a piece of paper, squeeze the mush into a suitable envelope and send it to this address:

EAT THIS — IT'S TASTIER THAN HOT TASTY THING, TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, FARRINGDON, LONDON. EC1R 3AU.



BATMAN: THE JOKER RETURNS

Steve Preston from Newcastle is probably wondering what's happened to his Batman codes. Well I lost them Steve, but never mind because obviously I've found them again. Close thing, eh?

Level 1-1:	6020
Level 1-2:	7822
Level 2-1:	8766
Level 2-2:	8756
Level 3-1:	6101
Level 3-2:	1047
Level 4-1:	1880
Level 4-2:	5278
Level 5-1:	1168
Level 5-2:	7604
Level 6-1:	0021
Level 6-2:	7511
Level 7-1:	1004

BOB





Dave Carter was under the impression that BOB is an easy game to beat. Oh, dear me, no Dave! Still Dave has the game firmly under wraps now and supplies the full list of codes as proof. **Andrew R Sharp** from Leeds offered the same too.
Planet One: 171058, 950745, 472149, 672451
Planet Two: 272578, 652074, 265648, 462893, 583172
Planet Three: 743690, 103928, 144895, 775092, 481376
Carter the unstoppable vex machine included a list of Action Replay codes for the game which make things far too easy and spoils the game a little. Should anyone really want them just drop me a line — I've got them in my middle drawer where they shall live for one month only.



CHIKI CHIKI BOYS

Despite no-one being entirely enamoured by Capcom's mini-classic: Chiki Chiki Boys, **Raymond Carrel** is still proud of this tip. It allows players to access a secret options screen. Press A, B then C on the title screen to get there.





FATAL FURY

Three rounds of Fatal Fury just isn't enough for some people, not least **Nigel Ankers** from Exeter in Devon. To account for his dissatisfaction Nigel always inputs his special secret cheat which makes it necessary to win infinite rounds to become the victor: On the controls screen select one point and press LEFT plus B. The one becomes a zero — at least it should! Do this for both fighters and fights last forever. Don't forget to eat though Nigel, eh!

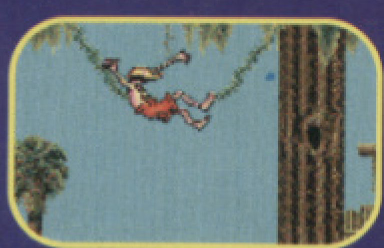


This cheat is definitely an oldie but goodies. To play as Geese Howard follow the instructions supplied by **Richard King, Nikolaas Wiechers, Harry Wiechers** and **Philip Raab**: Choose the versus game from the options screen. Before selecting which mode of play you desire hold down A and LEFT simultaneously and press START. It is now possible to select Geese as your fighter for both player one and player two.



GREEN DOG

Herdy and **Mat Miller** make the Green Dog more playful with these two cheats:
For Rapid-Fire Discs: At any time during play press START, then C, A, B, A, LEFT and LEFT. A ringing sound is heard to indicate the cheat has worked.
For Slow Motion: Begin the game and press START to pause the game. Now press DOWN, A, C, UP, LEFT and LEFT. Now un-pause the game. To deactivate this cheat pause the game again and press LEFT, RIGHT, UP, DOWN, A and C.





MICRO MACHINES

Ah! The mystery of Ed's temporary absence is at last revealed: He'd lost his pink pen! Still he's here again with a list of cheats for Codemasters': Micro Machines. First pause the game then:
For a faster vehicle: Press UP, DOWN, A, B, LEFT, RIGHT, C and START.
For improved road holding: Press A, UP, B, DOWN, C, LEFT, START, and RIGHT.
For more powerful crashes (?): Press C, UP, LEFT, RIGHT, A, B, A and C.
For tougher opponents: Press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.
For even tougher opponents!: Press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.
For infinite cars: Press B, DOWN, C, DOWN, UP, DOWN, LEFT, DOWN.
Well Ed, it seems you escaped without being tagged alongside those Street Fighter II fools, you skank! Oops.

MORTAL KOMBAT

Just in case everybody is wondering what *Flag 3* changes in the secret options screen on Mortal Kombat (I know I wasn't) **Ed Lomas** has the answer: Instead of Santa or one of the other shadows crossing the moon on the pit level the letters *BYC* fly by or a big floating head bounces up and down. Both these oddities indicate that Reptile is darn th' pit as usual. Well I never did.



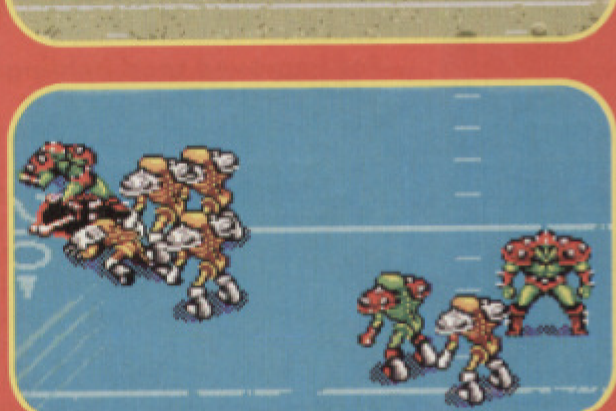


MUTANT LEAGUE FOOTBALL

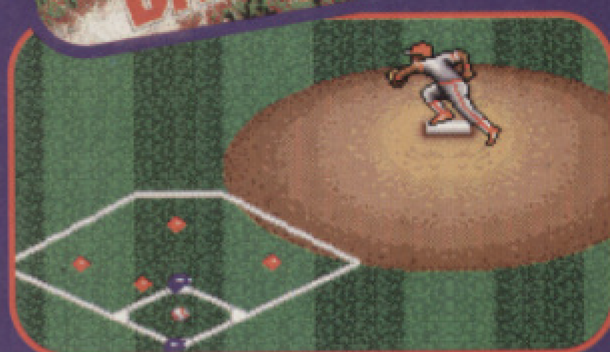
Top of the league with their list of Mutant League Football codes here are **Mat Miller** and **Herdy** from Lancashire hot spot Oldham. Each code takes the player straight to the Mutant League Bowl:



Darkstar Dragons: MK3XYSL1Q
Deathskin Razors: 1CK111111H
Icebay Bashers: 2CK111111D
Killer Konvicts: HGK111111J
Midway Monsters: 3CK111111F
Misfit Demons: JHI111111G
Psycho Slashers: GMK111111D
Rad Rockers: 5CK111111M
Screaming Evils: KLK111111L
Sixty Whiners: CBK111111J
Slaycity Slayers: LJK111111M
Terminator Trolz: MLK111111J
Turbo Techies: NMK111111Q
Vile Vulgars: 4CK111111L
War Slammers: DCK1111112



R.B.I. '93 BASEBALL



Playing as one of the '92 teams against the Tengen all-star squad is made possible with **Mat Miller** and **Herdy's** long list of key letters for the code seen here. The basic code is D-WWD2CHCCSY. Insert the relevant character for the team you wish to use:

Los Angeles: A
Florida: B
Missouri: C
Baltimore: D
Colorado: E
Chicago (NL): F
New York: G
Boston: H
Michigan: I
Cincinnati: J
Chicago (AL): K
All-Stars: (AL): L
Milwaukee: O
St Louis: P
San Diego: Q
New York (NL): R
Cleveland: S
Seattle: T
San Francisco: U
California: W
Texas: X
Kansas City: Y
Oklahoma: Z
Atlanta: 9
Pittsburgh: 8
Houston: 7
Toronto: 6
Detroit: 4
Philadelphia: 3



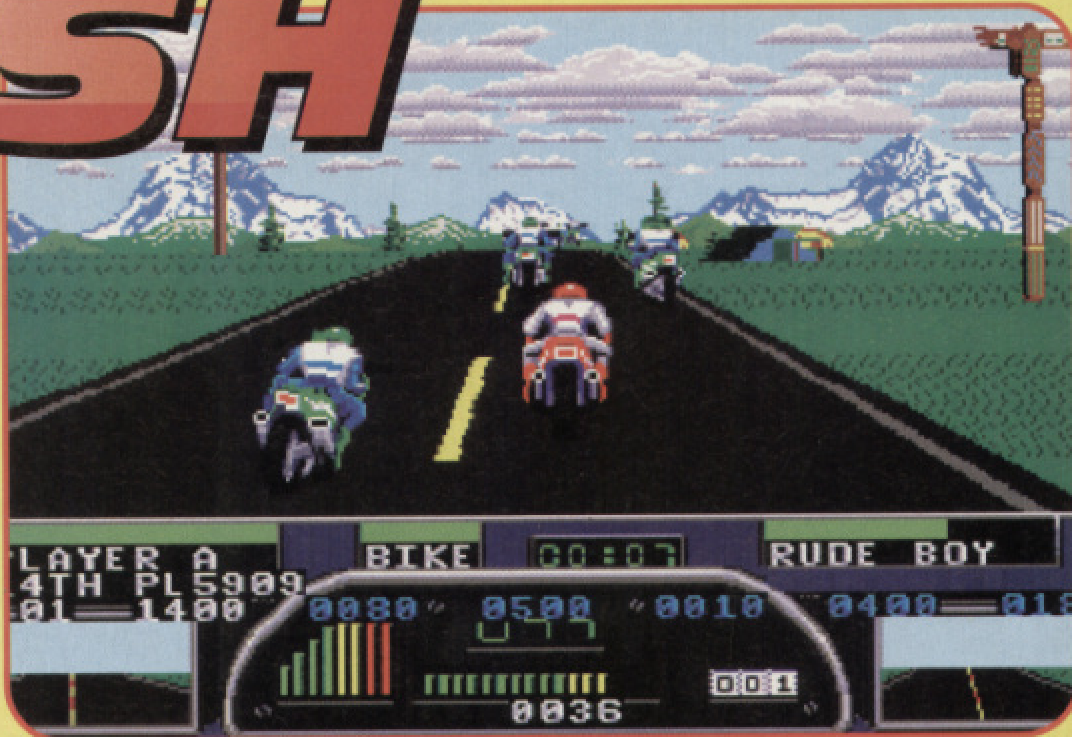
YOU

are ABOUT TO FACE THE ULTIMATE TEST OF YOUR MEGA DRIVE SKILLS......

ROAD RASH

Anyone who owns any or both of the Road Rash games knows how frustrating it is when your rider gets busted by the cops. However **James Kelly** explains a way out of the cell-city blues. After a crash, rather than have your rider remount immediately keep him running down the road and his bike follows him, allowing him to ride off in safety.





X-MEN

Should anyone feel rushed when having the X-Men retrieve all the Energy Orbs from the Danger Room, take a leaf out of **James Sullivan's** comic book. After selecting a super hero lead them to the top right of the danger room. In the corner of the room a small machine hangs from the ceiling. Have the X, ah..., *person* jump and hit the machine. Even if you can't see the machine have the character jump and hit anyway! An explosion is heard indicating that the player now has three times as long to find the orbs! Once all the orbs are collected lead the X dude to the top left of the Danger Room where the entrance to the Control Room is located.





STREET FIGHTER II'

SPECIAL CHAMPION EDITION

Fools — all of them!: There's only room for a three-character name in the high scores table for Street Fighter II, right? Well somebody please initiate this sorry bunch of buffoons whose only respite from a life of mental torture is writing utter rubbish and posting it off to MEAN MACHINES. Whichever publication printed this tip has a lot to answer for because it seems a whole truck-load of morons have fallen for the gag hook, line and sinker! Surely the fact that a player enters BERTNERNIE as a name is a dead give-away. But no! Captain Gullible and the Mystifieds — alias **Gary Spiteri, Adam Roys, James Bowers and Amar Khan** — all believe that pressing UP, C, MODE and Y together then LEFT A, RIGHT DOWN, Y, B, A, LEFT, LEFT and START (obviously on a six-button joypad for all the difference it makes) allows them to pit their dim wits against DJ Maximum from Super Street Fighter II. Well fellas, I read your tips to a field full of asses and they brayed themselves into a stupor — EEYORE! EEYORE! EEYORE!





FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

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94% – **MEGATECH**

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Bashing away at the buttons, defending Metro City, on this rock hard title is a real mother of a job! But — for those of you who don't have the luxury of a rapid-fire joypad — have **Mat Miller** and **Herdy** from Oldham got news for you! Go to the options screen and highlight EXIT. Press and Hold RIGHT, A, B and START. Now choose a character — preferably Guy. From now on the character under your control has rapid punching capabilities! Cool or what!





GAME GEAR TIPS

MORTAL KOMBAT

This cheat only works when fighting above the pit but still worth knowing in spite of the limitations. **Anthony Cherry** from Chesham in Buckinghamshire reckons it's possible to lower an opponent's energy bar even before the fight commences. Select a one-player game and press left, tapping button I repeatedly, as soon as the fight scene comes into view.



STREETS OF RAGE

Poor **Bobby Buck** just missed out on being credited for his Mortal Kombat cheat but has one for Streets of Rage to make up for it. For a level select and secret options screen select tune eleven from the standard option screen and press buttons I and II simultaneously. Cor.

MASTER SYSTEM TIP

MORTAL KOMBAT



Mark Baillie, who's written in from East Kilbride in Glasgow, claims to have discovered a wonderful cheat for Master System *Mortal Kombat*. Well it's a cheat Mark, I'll give you that much. Should your chosen character be running out of time or being beaten to a pulp — and all this with only one credit left to your name — press any button on control pad two. With the two-player match selected it is possible to choose another fighter; make mince-meat out of player-two's character and re-enter competition with the computer without losing a credit!

Master System owners rejoice! Two tips this month, albeit for the same game, things are surely looking up! It appears that **Grant Nicolaou** and **Adrian Stacey** from The Garage in Cornwall have discovered a glitch in Mortal Kombat on the Master System! When playing as Sonya execute her Square Wave punch, making sure that she's close to her opponent. Should they try to punch her she can fight from different levels from the ground. Grant and Adrian didn't explain exactly how this happens but conclude that it's possible to return to ground level by making Sonya jump. Stay away from that petrol boys — yer hear!



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Games Master, October 1993, 91%.

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Games Master, November 1993, 93%.

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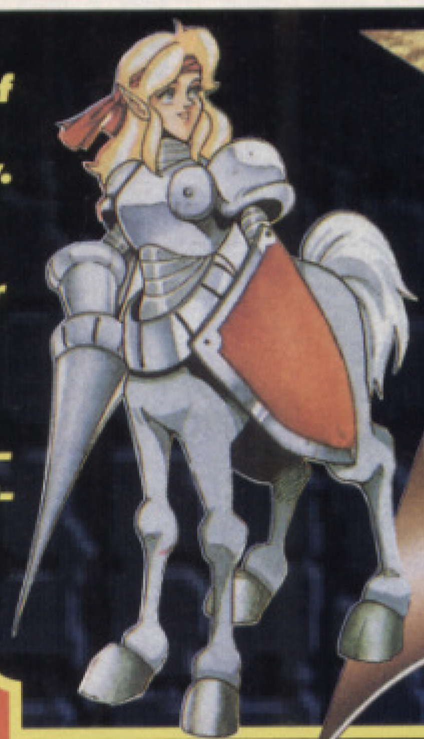
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There is a land, named Guardiana, which is a haven of peace and justice, where knights train nobly and rulers rule wisely. But this precious place is threatened by its powerful neighbour, the kingdom of Runefaust. Under the influence of Darksol, a dark adviser, the King of Runefaust wages war on Guardiana. The only hope is the fulfilment of legend — a band of young adventurers called the Shining Force to stop the plans of Darksol.



SHINING

MAN YOUR POSITIONS

The fine game of Shining Force is grounded in long battle sequences. Your force will grow as you travel, eventually allowing a maximum of 12 characters to fight. Every time you reach a settlement you can change your fighting line-up according to the requirements of the next battlefield. When you go into the field, it's best to apply some sort of formation, to keep your attack in order:

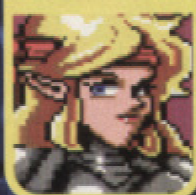
VANGUARD

The forward of your party should consist of the strongest attackers, and those best able to defend themselves from the brunt of the enemy. The knights and warriors are excellent. Zylo and Ken are both great characters to lead with. The vanguard should form the bulk of your party.

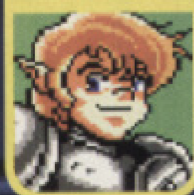
ZYLO



MAE



KEN



GORT



FLANK

In certain instances, attacking the enemy from the side is a useful tactic. Airborne characters are excellent in this position, as they can fly 'through' barriers and walls.

BALBAROY



DOMINGO



HAFT

Meaning the area behind the head. This is where you should be stationed, in a ready position to gain the valuable of experience of battle, but shielded by the vanguard. Archers should be positioned here, to fire over the heads of the enemy.

YOU



HANS



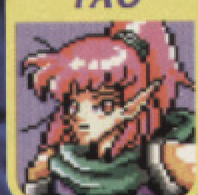
MAGIC USERS

The magic users are vulnerable and need the protection of the vanguard. However, their immense power should be brought forward in the latter part of a battle, to rout the enemy. Always enlist at least one healer.





TAO



ANRI



LOWE



REARGUARD

It's vital to have one strong character to protect the rear of the party from a flank attack. Bats are particularly adept at this.

LUKE





SHINING SECRETS!

Prepare for some surprises. Only look at these hidden secrets of Shining Force if you can't be bothered exploring for yourself:

SWIMSUITS

There are special costumes for the female magic users. Search the cave in Bustoke quarry for Tao's revealing costume! Anri's piece is found besides the snipers in the battle of the Laser Eye.

HIDDEN CHARACTERS

Several of the better characters are hard to locate. You'll probably find Domingo and Guntz (Pao) easily enough. But try reading the sign between the two doors in Prompt to find the Samurai. Even better is the Ninja, found hiding behind the bush with the yellow dot as you enter Runefaust.

NAME CHANGE

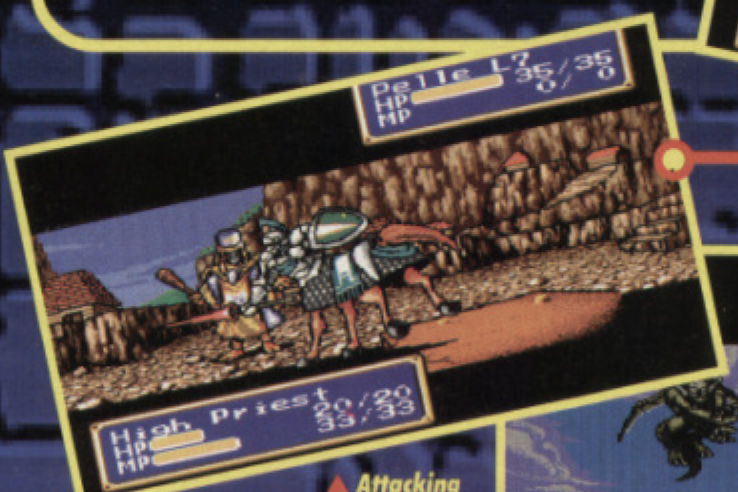
To change the names of all characters. First name your character. Highlight the word 'end'. On controller two hold A,B,C and Start. On controller 1 press A,C and Start together. Now rename the entire cast.



▲ Search here to find the Ninja.

▼ The Samurai!





▲ Attacking Magic Users first.





▲Space out your characters to avoid multiple attacks.

RULES OF ENGAGEMENT

An invaluable series of battle tactics.

1. Every character should carry a healing seed into battle, if money allows.

2. Healing seeds should be used when a character's energy falls below half.

3. In battles where water separates you from enemies, use archers and spear-throwers to attack from a safe position.

4. Beware: enemies usually attack the weakest character in the vicinity, and always target your own character.

5. Try to let your character score the 'last blow' on an enemy to get extra experience points.

6. Use your forward characters as a wall. Enemies cannot pass through an unbroken line (even a diagonal).

7. Always attack first. Don't move your party into a position where they can attack first.

8. Characters using missile weapons are unreliable against flying enemies.

9. Zylo is at his most effective when fighting in the woods.

10. Don't allow your fast characters to race ahead. Pause to regroup and take battles in stages.

11. Don't take on any more enemies at a time than is necessary. Many will hold back until you come within a certain distance to them.

12. On higher levels, Blaze attacks cover a wider area. Make sure your attacks get the widest coverage.

13. Sometimes weapons break. Keep an eye on what players are using, and how much damage they are doing.

14. In battles where Dark Priests are supporting non-magical characters, attack them first to prevent them using heal spells.

15. Save Blaze spells for undead enemies.

16. Stagger your promotions, with Ken first, then a Warrior, then a Magic User, then yourself.

17. When facing advanced magical enemies, space your characters diagonally, so only one is attacked at a time.

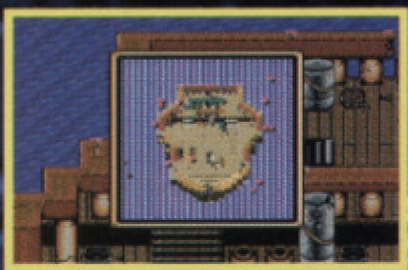
18. Always remember to equip the new weapons you find. And some weapons are only available in one place.

THE LAST FOUR LEVELS BATTLE HISTORY

CHAPTER 5

GATEWAY TO THE HIDDEN SHRINE

Two separate battles are fought on the ship. Attack comes from four directions, so your forces should stay concentrated. In the second battle, the main threat comes from Shellfish and Conches, found at the bow of the ship. These have to be dealt with quickly, as new ones constantly appear until all are destroyed. The scene on the island is not difficult, Take a ship around all the islands that make up the town to find the route passed the buoys. You must ask the King's permission before leaving the island of Waral.





▲ Foes (red) attack your party (green) from all directions.

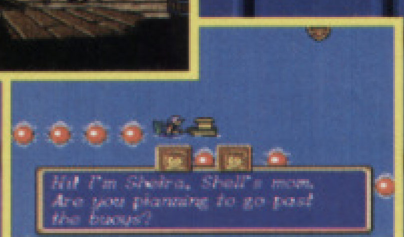
▲ You can retreat on the ship.



▲ mopping up resistance on the deck.



▼Exploring the delights of Waral.



▲Pelle in action.

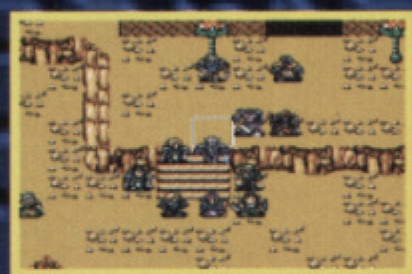
CHAPTER 6

DESCENDANT OF THE WHITE DRAGONS

You wake in the town of Rudo, where children rule. Look for Karin and Krin for details of the legend. Also look for Lyle in this area. Lyle becomes an invaluable member of the Shining Force, with his range and power. He should be promoted to use Artillery Shell and Buster Shot as soon as possible.

The first battle of this chapter looks deceptively easy — but there is a trap. Two sets of enemies: mages and Golems appear as you advance. Move forward in very tight fashion. In Dragonia first find Bleu, then go into the Headquarters then re-emerge into battle. The battle with Kane is quite straightforward.

Return to Rudo and again seek out Krin and Karin. They will direct you to Mishaela's castle. You fight a battle on the way there. Beware of the Belials. They are very mobile creatures who can cross mountains and their bolt spells cover a large area. Missile weapons are not much use against them.



▲Facing Kane in Dragonia.

Mishaela awaits on a large dias. Her minions take a heavy toll, and the position she fights from makes winning difficult. You should equip at least two knights with missile weapons, as well as an archer. Avoid grouping your forces together, as her magic has a massive area. To the right of her throne you'll find the White Ring. This object contains a powerful Cure spell, with several charges. The other items are cursed.



▲ Belials are the trickiest creatures in this chapter. This narrow pass is dangerous.



▲ You'll need to follow Bleu a few times.



▲ Mishaela's last stand.



▲ Rudo is a place for catching up on the plot.



▲ Lyle becomes immensely powerful after promotion. Buy the artillery and Buster Shot.

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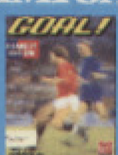
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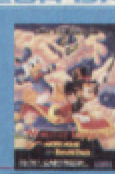
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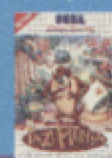


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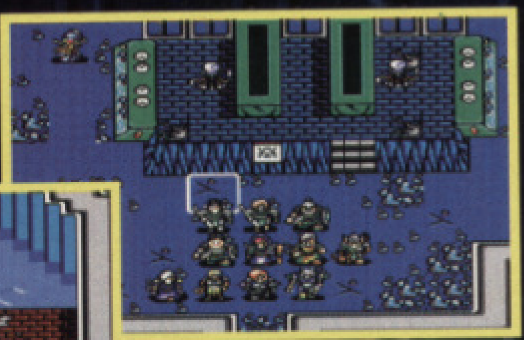
CHAPTER 7

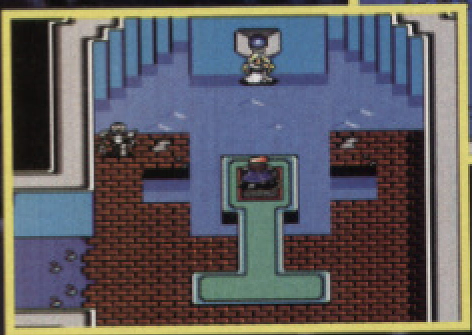
THE LOST CIVILISATION

You arrive in Prompt, and are promptly imprisoned! But after being released go back and talk to the King. he will let you leave for the Tower of Ancients. At the tower you encounter a new danger — Torch Eyes. These laser weapons will inflict up to 25 points of damage, even on defended characters. It's important to concentrate on them. Using Lyle, you can attack the Torch Eyes from out of reach on the level below.

Do not equip the Devil Lance you find, but storming the Tower liberates two new characters, Alef and Torasu. Their magical powers are more advanced than either Lowe or Tao. Head back to Prompt and collect the Sword of Darkness, then go downstairs to the repaired Shining Path. Use the Orb of Light to open the path.







▲ Robotic opponents require new battle tactics.

◄ The quest for the Chaosbreaker.



▲ Royal disbelief leads to a brief imprisonment in Prompt.

Once you step through the Shining Path, use the Orb of Light on the eye symbol. Now battle with the robot forces begins. Beware of being outflanked in this encounter by the three jets that attack from the right hand side. Tackle these first in an ordered retreat, then use Blaze spells on groups of robot attackers.

Go up and use the Swords of Light and Darkness to reveal the Chaos Breaker. Remember to equip this amazing weapon! Head back to Prompt and then to Runefaust.

CHAPTER 8

RISE OF THE ANCIENT CASTLE

PART 1

Use your time in Runefaust town to prepare for the final battle. Choose your strongest characters. First, send a weak character to collect the items in the two chests located bottom right. Now, conduct an attack on the left flank, bypassing the blue dragons and horsemen. From a position level with matrix of pillars, you should turn the attack 90 degrees, and sweep along the length of the dragons and horsemen.



▲ The pillars become robots.

Now a nasty surprise. The pillars turn into robots. Send magic in first, as your weak magic users are bound to be defeated in this battle. Use your slim initiative to rid yourself of as many Torch Eyes as possible (steel claws sometimes opt for a weaker claw attack). Then turn to Ramradu.

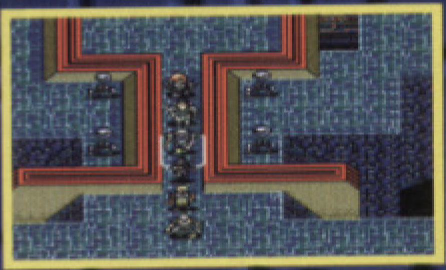


PART 2

Go with the Chaos Breaker to the westernmost point and use it to raise the Castle of Ancients from the deep. Go into the small building to be transported there.

The first battle of the Castle is a major headache. Chimaeras and dragons swoop down to attack. A cunning plan is to entice them into the centre of your party by leaving a route open to your own character. He should sustain a single attack easily, and the rest of the party can surround the beast. Beware: Gort and Luke are especially impotent against Chimaeras. In this battle, many enemies won't attack until you reach a certain point.

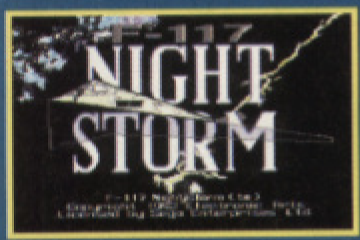
The next battleground seems to offer a quick route through a narrow centrally placed path. This is a trap! Take the long route round the left hand side, or risk coming under a hail of laser fire. Of course, an all sides attack is needed to defeat Darksol. Before fighting Dark Dragon, quit the game — using the break option. Tackle the end heads first, as the middle has a special Dragon Breath attack. Each takes 200 points of damage. Place a weak character on the skeleton squares to prevent them reappearing.



◄ The trap passage in the final chamber. Don't be tempted!



F-117 NIGHT STORM



1-4 PLAYERS

PRICE	£49.99
BY	EA
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS:1
RESPONSIVENESS: SLOW
GAME DIFFICULTY: EASY

1ST DAY SCORE

180,000

ORIGIN

Night Storm is a flight sim of the Stealth Fighter / Bomber. The presentation is similar to EA's F22.

HOW TO CONTROL

The D-pad controls the plane's flying movements. Pilots toggle between normal joystick control, where up pushes the nose down, or vice versa

- **A** CHANGE WEAPON
- **B** FIRE WEAPON
- **C** FIRE CANNON
- **S** FOR TARGETING/ MAP MENU

HOW TO PLAY

Complete each of 30 short missions by destroying the designated targets, and staying in one piece.



All around the world, people think they can do as they please. You wouldn't have got that in the days of Ronnie and Maggie. That was a time when little countries spoke when they were spoken to, and not before. Now, war, genocide and lippy waiters seem to be a ingrained feature of going abroad.



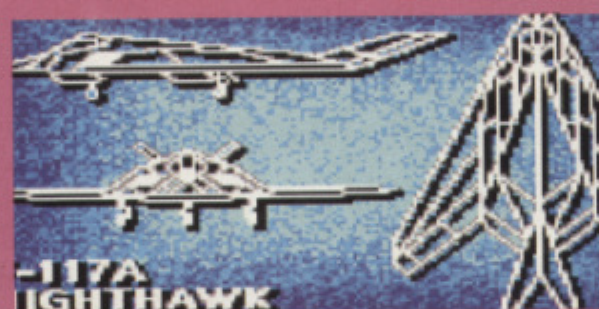
But Americans (who are very touchy about poor restaurant service) are ready to take action. They've spent billions developing the Stealth bomber, and it's updated fighter/bomber cousin, the F117. With its radar invisibility, the Americans can show the world that they're willing to add power to their convictions. And also trash things and escape before being identified (tee hee).

MINI BRIEFS

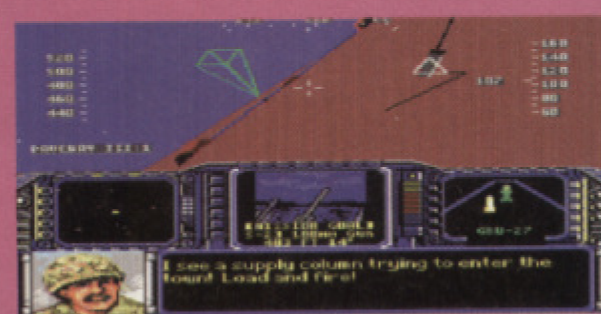
The format of F117 is geared towards fast, arcade play and not involved flight sim action. This makes it more like EA's F22 rather than LHX. Before each mission, the Squadron Commander gives you a background to the conflict and an overview of the targets. There's no need to take off or land, as the missions commence a short distance from the target area.

KEEP THIS FREQUENCY CLEAR

Radio links between the squadron and the base play an important part in the game. They

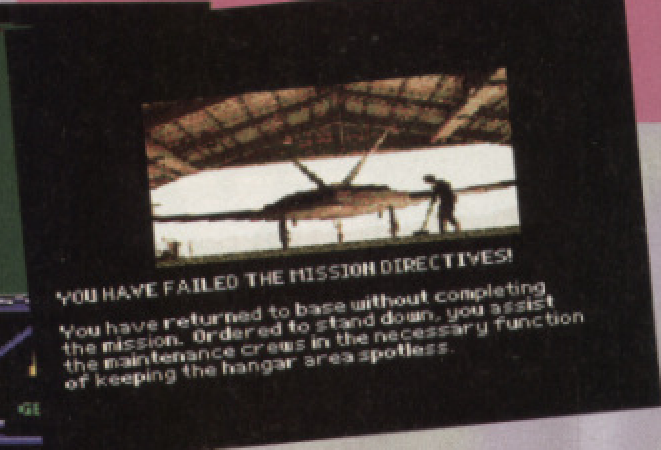


serve to create the atmosphere of a war 'drama' being acted out. A lot of the time idle tittle tattle is displayed, but sometimes notice



comes of a change in targets, or approaching air defences. The threats and curses of your



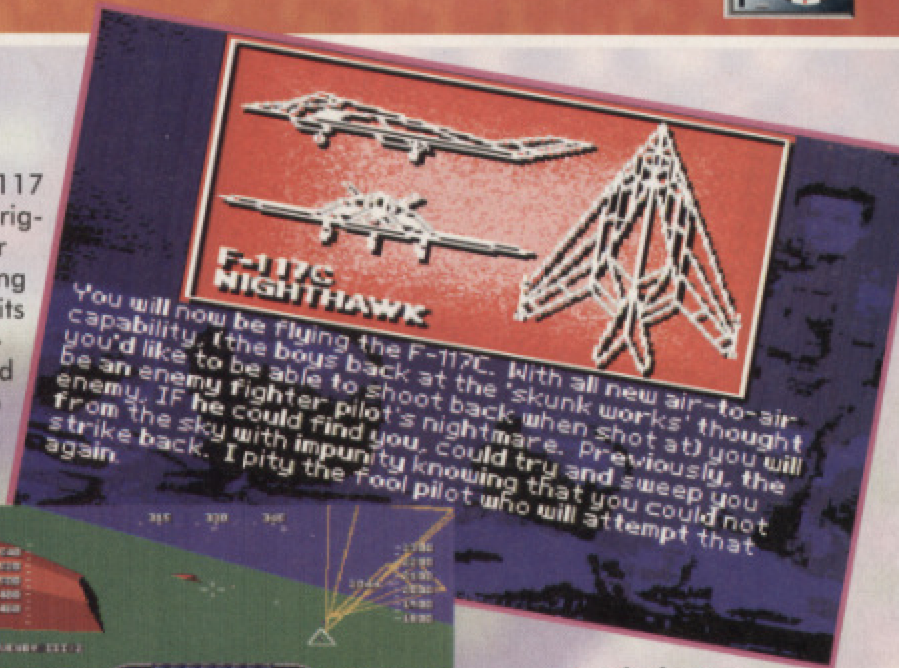


▲ *You're crap, you're crap! Hang your head in shame you CRETIN!*



NEW MODEL AIRFORCE

As you play through the missions, the F117 goes through a series of updates. The original F117 becomes the F117A and later F117C. The first improvement is allowing the craft to carry air-to-air missiles on its wingtips. Previously you were vulnerable to a surprise air attack. The second update expands the bomb payload to take another two missiles, allowing longer missions with more ground targets





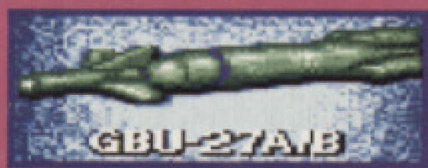
▲ *Join the RAF meet lots of new people and KILL THEM!*

PAYLOAD PAYBACK

Apart from specific training missions, the munitions screen gives you discretion to load whatever weapons you wish. Only Sidewinders may be loaded on the outer wing, and cannons must be centrally positioned.

PAVEWAY III

This heavy duty bomb packs 2000lbs worth of explosive. The bomb is targeted with a remote bombsight, located on the plane. This means the target must remain in sight even after the missile is released.



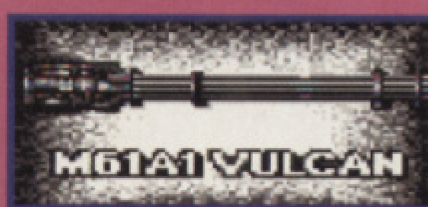
MAVERICK

There are two versions of this light, laser-guided weapon. This first is auto- targeted by computer. The second reaches the target with the aid of an on-board TV camera. They are both less powerful than the Paveway.



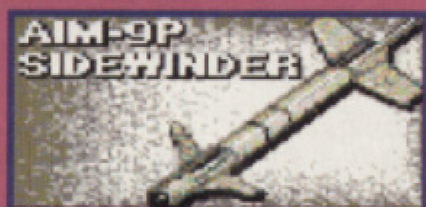
20 MM GATLING GUN

Traditionalists will simply love this return to good old-fashioned dog-fighting and ground strafing. Of course, you need to employ your own skill to target this heavy calibre machine gun, but it does have 900 rounds of ammo.



SIDEWINDER

A sophisticated update of the old heat-seeking weapon of the '70s. Up to six may be carried at one time, giving the F117 a new role as an air combat fighter.







COMMENT



PAUL G

I thought the harsh words that the rest of the MMS boys were directing at F117 were just because they aren't usually that keen on this type of game. I, on the other hand, am usually well into flight sims, especially the EA ones like F22 and LHX Attack Chopper , so I expected to be defending the game. But after a solid weekend of tortuous playing I find that it's all sadly too true. This is a very annoying game. The main problem is that everything is soooo sloowww, and the control response is so bad it makes you wonder who's been pouring treacle into your joypad. Even the simple but essential action of selecting a target is fraught with frustration. When you're toggling through the targets the computer never selects the one you want first time, even if it's the nearest one to you, and it's right in the centre of the windshield. To make matters worse, the target display update always lags about a second behind your key presses so you have to take everything equally slowly. Other transgressions against the Laws Of Good Game Production include a very scantily-written manual which skips details which would have beginners mystified. And let's not forget the fact that the missions are mostly very similar bombing runs which are so simple that the only difficulty I encountered was wrestling with those damn controls. Bah! Rubbish.



COMMENT



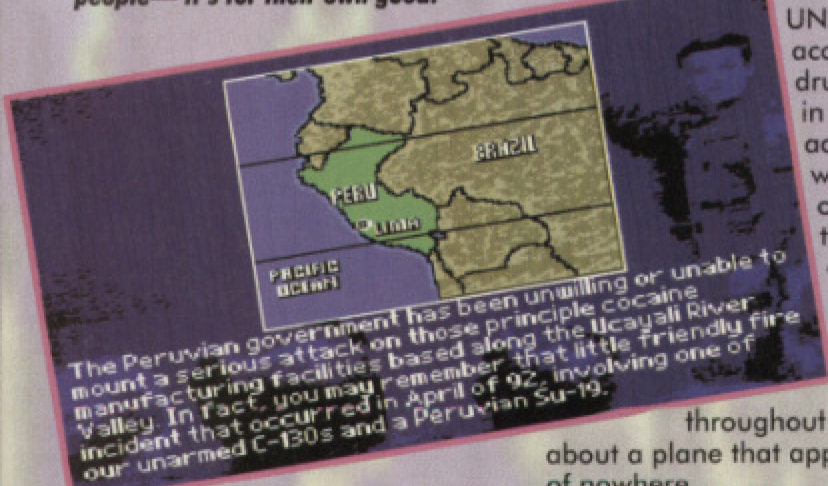
GUS

What goes around comes around. In EA's case, everything they do gets a further update. F117 certainly looks and plays quite like LHX Attack Chopper and F22 Interceptor, but I'm dismayed to find it's inferior to both. The graphics engine looks quite dated, with hardly any detail to the landscape, and it seems even slower than the previous games. The handling of the F117 is quite poor, and I'm astounded that there's no way to alter the plane's speed! Problems with targeting make this trickier to control than the average EA game. However, things buck up after the first few tedious missions are out of the way. Some of the dogfighting action is quite fun, and the scenarios are interesting. However, enjoying F117 requires milking it of every last drop of playability, and turning a blind eye to the game's obvious weaknesses.

WHAT'S ON TV

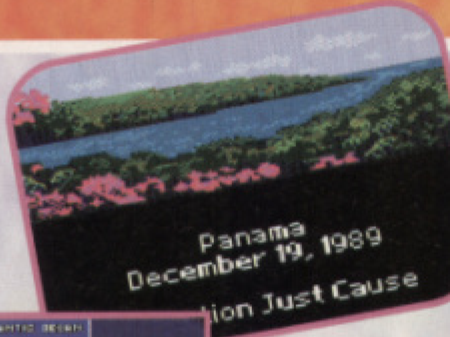
As with previous sims, there's a veritable panorama of views. The most interesting are the missile views. Certain missiles must be steered into their targets. Since many of the missions take place at night, you might prefer to view in infra-red or night vision. Four different magnifications are also offered.

▼ *Right, go and shoot lots of innocent people— it's for their own good!*

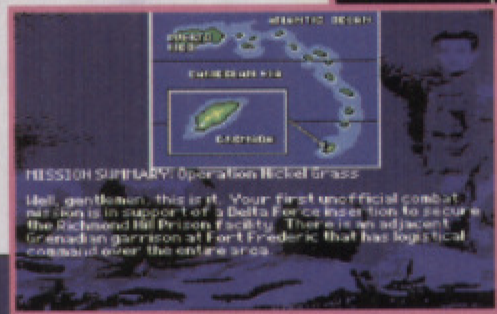


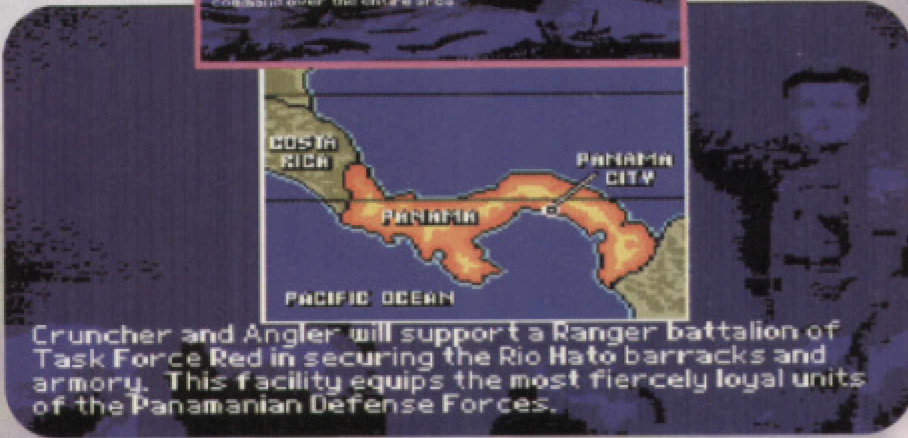
POLITICAL SITUATIONS

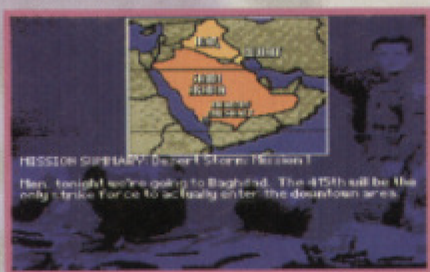
When picking missions, EA didn't beat around the bush. In the missions up to 1993, they chose recognisable global situations. The first action for the F117 takes place in Grenada. Then comes the Noriega incident in Panama.



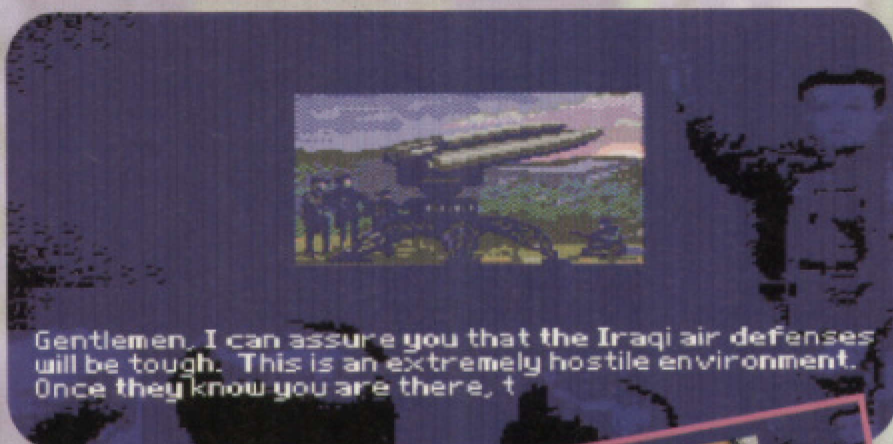
▲ *Do you want to come for a swim little F117?*



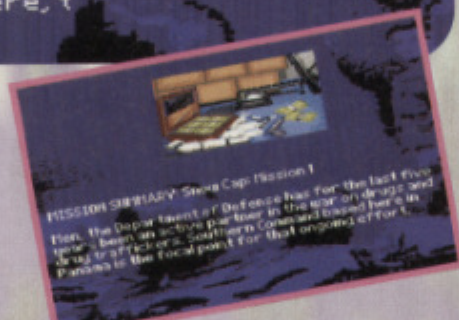


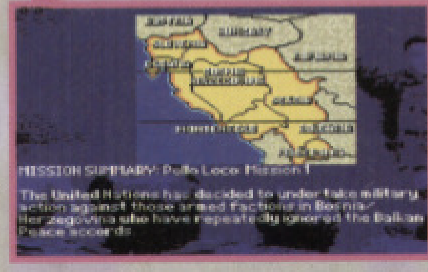


As your expereince grows, you'll soon be ready for an extended series of missions in the Gulf. The first of these is Desert Storm, with some intense Allied bombing. The second is Desert Lightning, concerned with enforcing the Allied no-fly-zone.



Further short missions cover American policy issues like Bosnia — actions for the UN Peace accord, and drugs barons in Peru. This adds up to a wide range of mission types and enemy hardware. A strange mystery persists throughout the game about a plane that appears out of nowhere...





▲ *Action ahoy in this action packed shot — yeh, and I'm a plastic fairy!*

PRESENTATION 80

▲ Nice scenarios and presentational graphics, lots of plane views, and an arcade mode.
▼ The range of options is more limited than usual, and the control set-up is poor.

GRAPHICS 72

▲ The on-board cameras on missiles are clever.
▼ The graphics are distinctly unimpressive, when both moving and static. Low detail and infrequent update of the 3D.

SOUND 70

▲ Military music on the briefings screens, and reasonable plane and speech effects.
▼ Not much variety in the sonics throughout the game.

PLAYABILITY 73

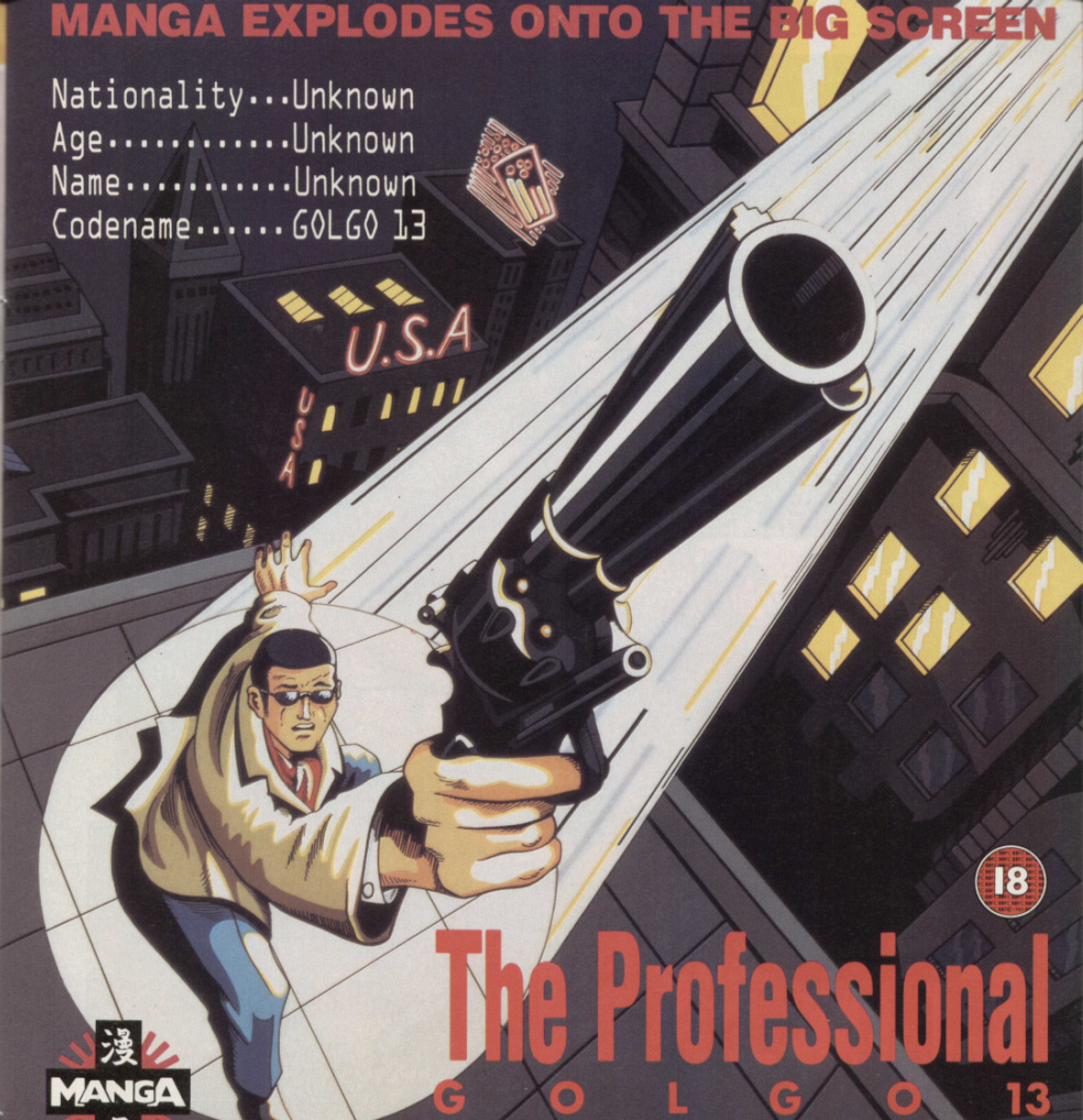
▲ Controls are kept to a bare minimum. Some of the later missions are quite involved.
▼ F117 doesn't have as much action as it should. Bombing is the dullest department in the airforce (after catering).

LASTABILITY 70

▲ Thirty odd missions, and some of them have strict time restrictions.
▼ The missions are simple, making F117 rather too easy to wing through.

OVERALL 72

Some meaty nuggets of air combat action, and a few good game ideas, but the EA flying team needs a major overhaul, not just an annual update.


MANGA EXPLODES ONTO THE BIG SCREEN
Nationality...Unknown
Age............Unknown
Name...........Unknown
Codename......GOLGO 13
U.S.A
USA
18
The Professional
G O L G O 13
MANGA
漫
画
A Manga Entertainment Presentation



1-2 PLAYERS

PRICE	£44.99
BY	EA
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

COMPLETE LEVEL 1

ORIGIN

This is a direct sequel to Lotus Turbo Challenge, released earlier this year on Megadrive.

HOW TO CONTROL

The D-pad is used for left/right steering, and also for manual transmission.

- **A** BRAKE
- **B** ACCELERATE
- **C** NO FUNCTION
- **S** PAUSE

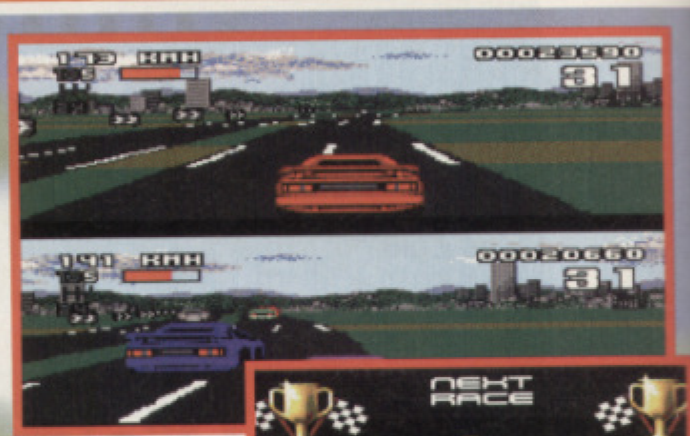
HOW TO PLAY

In mode 1 the object is to win the race. In the time trial mode, stages must be completed within a time limit. Speed is the key.

LOTUS

Welcome to a very special edition of Top Steer, devoted to that working man's ideal of the performance sports car, the Lotus Esprit Turbo. The pin-up that hangs above every adolescent male's bed, the starry-eyed dream of Essex Man, that obligatory symbol of status that comes in every available colour, as long as its red.

Plush in the interior, with every conceivable extra, and leather seats you could melt into, the Esprit is as cuddly as a kitten, with the heart of a tiger. Supplying 364 brake horsepower, with a satisfyingly illegal max speed of 140 mph, the Esprit is a car that demands respect. A thought made all the more sobering with a pouncing 0-60mph performed in 4.7 seconds. With that sort of power, you have to be the sort of person who either lives life on the edge, or has a good understanding with the local magistrate. Let's take it for a spin...





▲ onlee 24 toasters from Scunthorpe... arf arf.

COMMENT

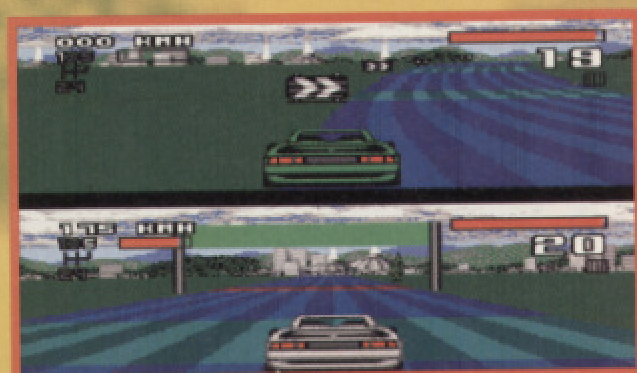


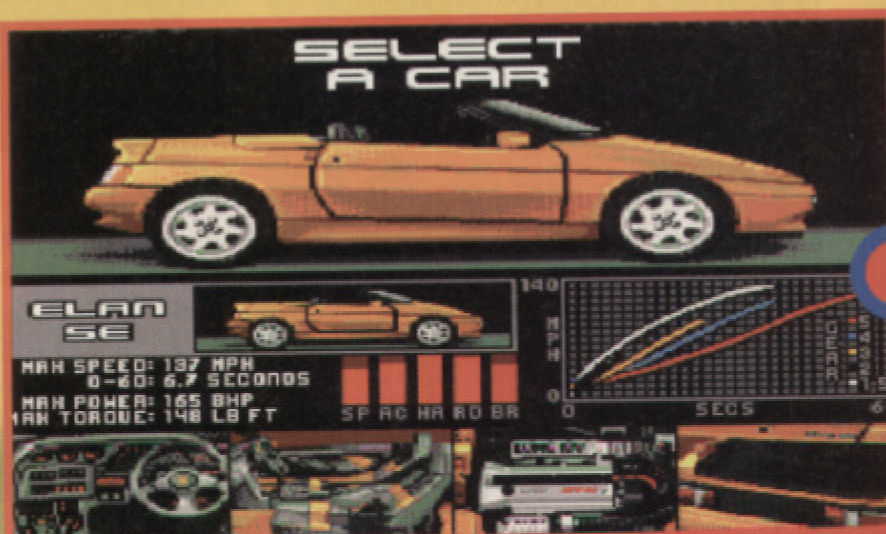
LUCY

Unfortunately for Lotus II, Domark pushed out F1 before it and I'm afraid the former just doesn't stand up against it. Graphically this is better than the prequel and it's faster with more tracks, obstacles and driving conditions — I particularly like the construction kit which allows you to customise your tracks for maximum (or minimum if you're a bit of a girl's blouse) challenge. One of my main quibbles with this game (although EA can't be blamed because it's a condition of the licence) is that there are no crashes — whoever heard of a racing game without this fundamental perk. All in all, this one is in some ways better than the first Lotus so if you liked that one you'll probably like this. I however, didn't.

IT'S A DRAG

Breaking the speed limit is fun on your own, but ten times better if some other goon is prepared to dash from the lights with you. It can't be often that two Esprits come across one another, but Lotus II lets you play head-to-head game. This mode is played over a horizontally split screen. In the time option, both are aiming to qualify separately.

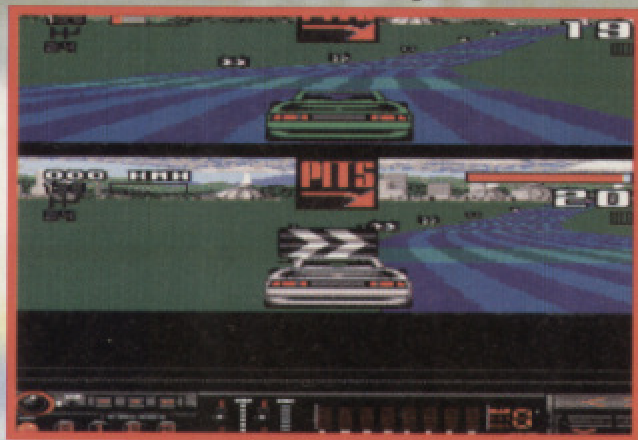


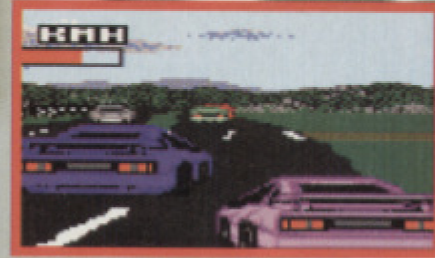


TIME GENTLEMEN,

There are two play modes. In the first you're racing against 20 other drivers. The tournament is grouped into seven races, with a Championship table comprising of the leading drivers. Points are awarded according to finishing position. In this mode, the game can end prematurely if you run out of petrol. Cars have the option to refuel in the pits between each checkpoint.

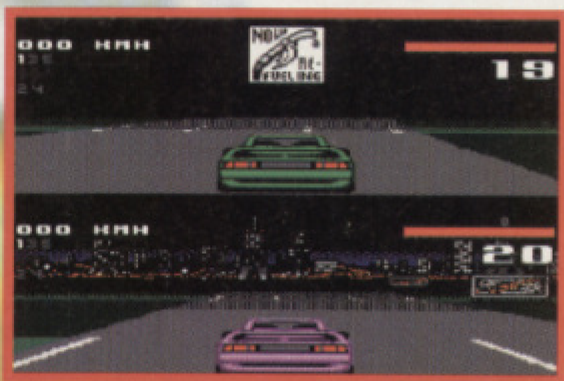
In mode two the enemy is the clock. Each race is split into stages, with a time limit for each. Players have no petrol limit, but it's game over if you fail to make the checkpoint banner. For both modes there's a choice of circuit or linear courses.





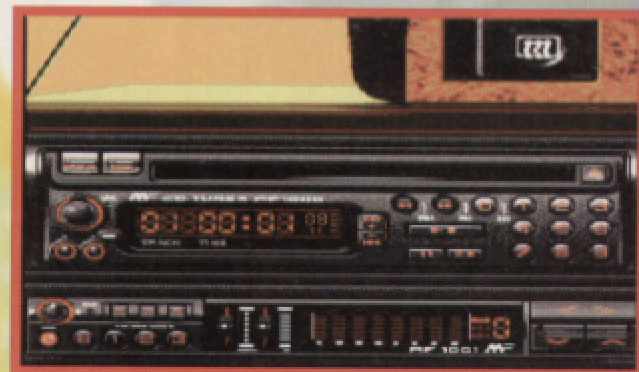


II



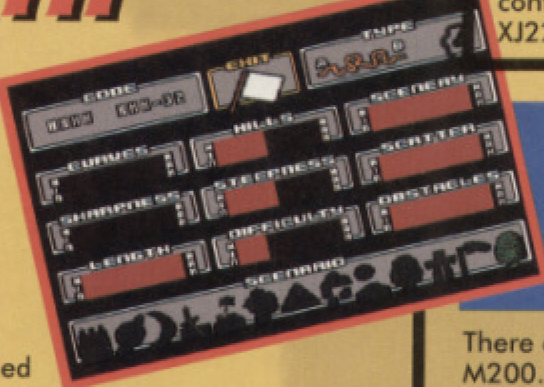
OSTENTATIOUS MAESTRO

Lotus presents a choice of four soundtracks. Before each race a dashboard with in-car CD stereo is shown, and you pick the music using the deck's controls. Not much unlike the novelty shown in Core's Jaguar XJ220, methinks.



THE SHINING PATH

The main new feature of Lotus II is the course constructor. Somewhat unusual, this is done on a screen full of sliders. Rather than direct the course of the road, you select the frequency of bends, cars, and roadside objects. Road conditions are picked from a menu of icons. Each course has a passcode. These, or random codes may be strung together into a fully-fledged Championship.



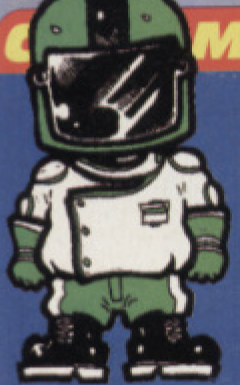
THINK OF THE LEGROOM

There are three cars, the Esprit Turbo, Elan and the open-topped M200. The Esprit is the most brutally powered, with the best speed and engine performance. The other cars exhibit a more refined driving experience.



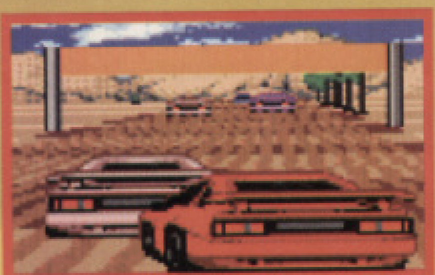


COMMENT



GUS

I'm not that badly inclined to Lotus II. From the outside it would appear to be an improved version of the year-old original. The constructor is there, the blockiness of the graphics has been smoothed, there are more courses and more driving conditions. However, two things mar the good work. The on-screen concept is beginning to look a little dated, with young upstarts like Domark's F1 giving a better impression of speed. Secondly, the racing just doesn't seem as good. Most of the courses are as exciting as driving along the A1 (with moronic traffic to match). With the bizarre makeshift 'constructor' option, it looks like the default courses were made randomly after the game engine was formed. Nothing memorable here at all.



▲ *Scrape! My God, Giles. It's one of those motorway ram raiders.*



▲ *Personally, I think the roadworks level is a load of bollards.*



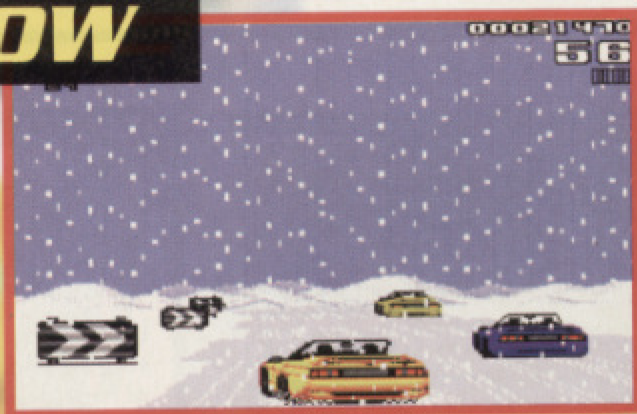
WEATHER WEARY

Like the original, the 13 stages are marked with their individual terrains or weather conditions. Terrains range from desert and marsh to woodland or city. These affect the handling of the car — for example, sandy courses make for poor cornering — and also affect your driving judgment; you won't be able to drive at max round the narrow country lanes or in roadworks. Remember kill your speed, not a horse.

Weather conditions have a more direct effect on your driving. Vision and handling are affected radically by the following:

SNOW

Falling snow affects your view, and ground snow makes handling very tricky.



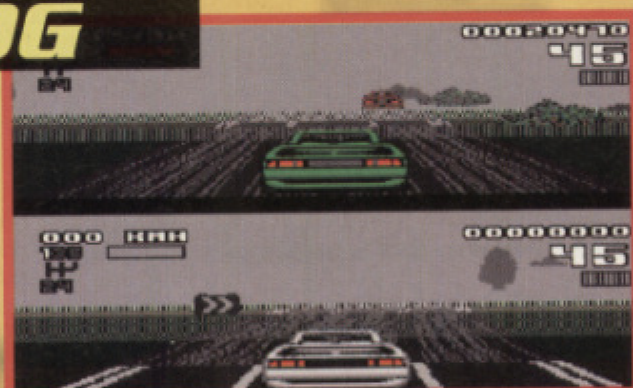
RAIN

Rain obscures the track and braking distances are affected.



FOG

Vision is drastically affected by heavy mist.



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	■□□□□
CHALLENGE	■■□□□
ACTION	■□□□□
REFLEXES	■■■□□
ORIGINALITY	■□□□□

PRESENTATION 86

▲Lots of options, and nicely presented. Pics of the cars are really impressive.
▼The constructor option is not fully fledged.

GRAPHICS 72

▲Fast movement for one player. Nice car sprites, and some nice scenery ideas.
▼Some of the backgrounds look pretty scrappy, and the game has no visual excitement.

SOUND 75

▲The four tracks cover a range of musical styles, from rock to techno.
▼The engine noise is very poor: we are driving a Lotus, lads!

PLAYABILITY 74

▲Pleasant enough to play, though the main enjoyment is two-player time trial mode.
▼Racing randomised courses doesn't seem much fun. Infinite variety isn't endless choice.

LASTABILITY 67

▲The randomised option offers months of new courses, at all levels of difficulty.
▼Once the profile has been worked out, even the hardest terrain proves easy.

OVERALL 73

A distinctly underwhelming sequel. Technically it's not too bad, but the soul of this beast of a car is missing from Lotus II.



1-3 PLAYERS

PRICE	£44.99
BY	VIRGIN
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES:PASSWORD
SKILL LEVELS:1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

LEVEL 12

ORIGIN

Converted from the SNES, The Lost Vikings uses ideas developed in games like Lemmings and Humans.

HOW TO CONTROL

The D-pad moves the vikings around the platform levels, and also selects between objects and characters.

- **A** SHIELD/ BOW/ CHARGE
- **B** STAB/ JUMP
- **C** USE OBJECT/ PRESS BUTTON
- **S** INVENTORY/ QUIT

HOW TO PLAY

Reach the exit on each level by beating enemies and solving puzzles.



THE LOST VI

Sitting on our little world, who knows what lies beyond the stars? A few hundred years ago, people huddled in peat huts, scared to go to the shops, scared to travel out at night, and far too cautious to set foot on a boat. Apart from the Vikings, of course. They thought nothing of setting out without map and compass, in the off chance of a good pillage.

So when three of this hardy race were whipped up by a passing space freighter, they were just the sort of resourceful chaps to escape through a time loop and find their way back to their quiet Nordic village.

These three lost Vikings luckily kept their weapons beside them as they slept, and it's these primitive implements that serve to surmount every obstacle and the voyage home.

WE THREE 'KINGS

The three lost Scandinavians are best pals, and physically different from each other. This is useful, as it allows them both to cooperate and complement each other. The profile of the stars gives you some clues

OLAF THE STOUT

Olaf is the slowest character (who knows, maybe the dumbest), but has a vital role to play, by virtue of the shield he carries. Very little can pass through this thick wooden disc, and it covers the activities of the other two. It has a surprising secondary use as a glider — and works as a platform for Eric.

BALEOG THE FIERCE

Baleog is the company's man at arms. He carries a long bow, useful for distance attacks, and a sword for close-up fighting. However, his physical attributes are weak. The sword may be used as a hacking tool.

ERIC THE SWIFT

Eric has a fiery mane of shocking red hair. His temperament matches it, as he's easily the Viking quickest to take offence. Eric's main asset is his physical agility. He has speed, jumping abilities and a special charge attack.









ONE FOR ALL

Try to consider the three Vikings as one even though you only control one at a time. If you invoke the two-player option (or three if you have a Sega Tap), each of you takes one Viking at the same time. However, all must make it to the exit before you can proceed to the next level. If you lose one of the company, you may retry as much as you like, but the Vikings start to make barbed comments if they keep repeating the same levels.







COMMENT



GUS

I changed my mind several times over Lost Vikings, but one thing is beyond doubt: it's a quality game. It's one of that rare breed, a real arcade adventure. Normally that means a platform game with a few knobs on, but this game really does force you to think. When it's at its best, you're scratching your head looking for the solution to a level, knowing it's totally logical and just within reach... but you don't have a scooby! However, there are lulls in the game, particularly early on, when it appears laborious and time-consuming. Also, once a level is solved, you have the password and no urge to play it again. With this in mind, I don't think the forty levels are going to last as long as it might appear. Many Megadrive owners won't be attracted to these screenshots, and in many instances I don't blame them, but the game looks alright when it's being played. Overall, I think Lost Vikings is endearing and well worth the effort, tailor-made for those who like their mind games with action as a side order.



▲ ***For the last time, women ain't no good at pillaging now where's my dinner?***





KEEP OBJECTIVE

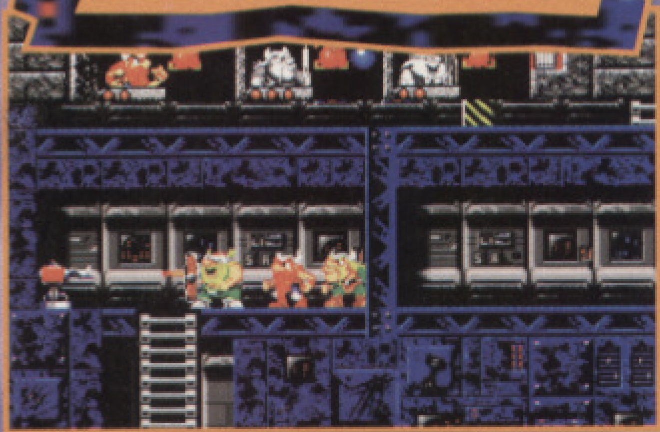
There are some objects scattered about the play area which come in handy. Apples and steaks replace lost energy (each Viking takes up to three hits). The X symbol is a powerful smart bomb that wipes out troublesome enemies. The bomb has a similar effect against landscape objects.

THE TIME TUNNEL

Time covers a multitude of sins, and in this game a variety of baddies, background scenery and level formations. Just have a gander at what sort of terrain you're letting yourself in for:

SPACESHIP

Fully automated space cruiser, including robot guards, lifts between floors, and a central computer that needs to be knocked out. The spaceship is where you start and ultimately finish.



▲ ***Slip Eric and Baleog down the ladder as Olaf shields off the attack.***

EGYPT

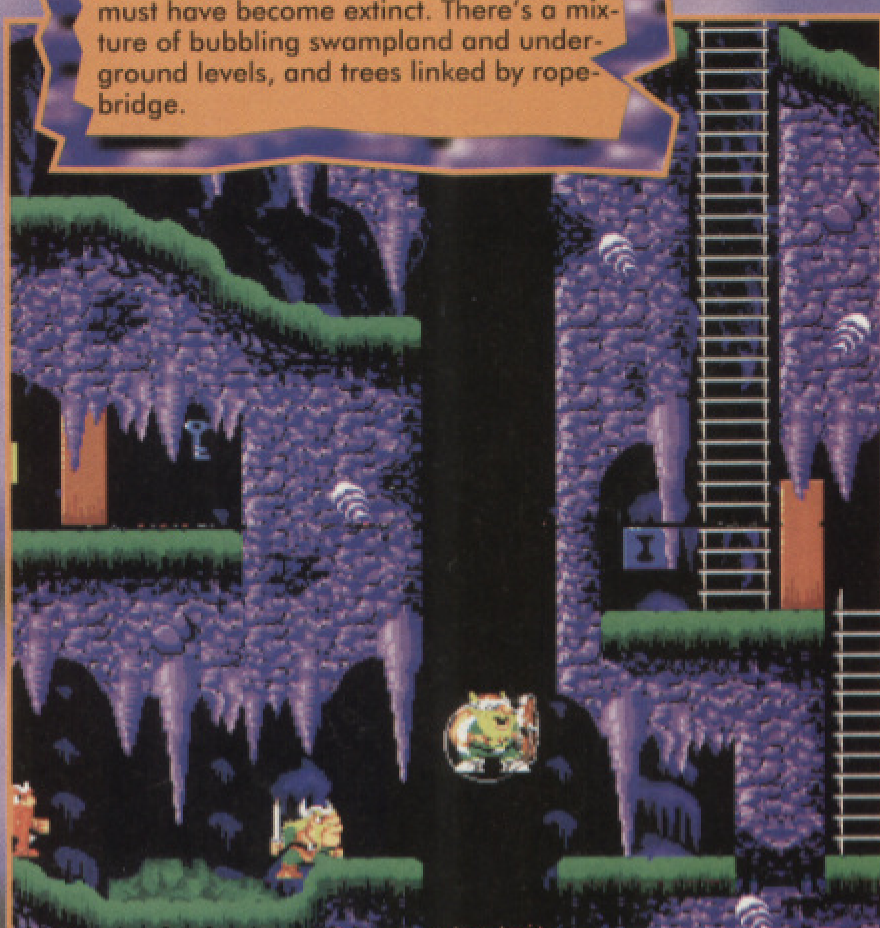
You'll want your mummy here. It's a pharoah-ly hostile place, with spitting scorpions, mad guards of the pyramids, fire-spitting tombs and lots of palm trees to negotiate (coconuts in Egypt? You live and learn). The inside of the tombs are chockfull of traps — look out for the heiroglyphics!





PREHISTORIA

It's prehysterical. All sorts of primordial malarkey, like giant snails, dino-type lizards, and a strange rolling species that must have become extinct. There's a mixture of bubbling swampland and underground levels, and trees linked by rope-bridge.



COMMENT



PAUL

The effort devoted to the design of this witty cart results in something that has a broad appeal. However there are certain elements that are particularly frustrating if not utterly stupid. These problems arise in the latter part of the adventure where the tasks expected of the Vikings inevitably become more trying. As all Vikings are required to reach the exit gate before a level is considered complete one fatality means the entire level requires working through all over again — tsch! Ultimately this tarnishes the excitement a bit so Virgin ought to thank their lucky navigational constellations that the overall presentation of the game is so damn good! The necessity to maximise Eric, Olaf and Baleog's individual talents provides for some very satisfying hours of play. Lost Vikings is highly recommended, but don't say I didn't warn you!

PRESENTATION

85

▲ The introduction serves as a tutorial and the clue boxes are a good idea. The two-player and character selection are well implemented.

GRAPHICS

83

▲ The characters are great: stumpy, hairy and well animated. Graphically the game is accomplished throughout.
▼ It looks quite dull, with no exciting features or effects to surprise.

SOUND

68

▲ The music changes to suit the era.
▼ It's a shame the sound FX are barely audible as some clanking samples would add atmosphere.

PLAYABILITY

85

▲ The game is a good mix of thinking and acting. Puzzles are very logical.
▼ Replaying levels, and moving everyone along is sometimes a chore.

LASTABILITY

80

▲ The levels are no walkover, with some voracious enemies in the later time zones.
▼ Levels never have to be repeated. Nothing comes across as strikingly hard.

OVERALL

84

Lost Vikings is a neat game, with lots to it. A lorra levels, a lorra puzzles, a lorra swordplay and definitely a lorra, lorra fun.



2 PLAYER

PRICE	£44.99
BY	EA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: EASY

1ST DAY SCORE

56,000

ORIGIN

An unlicensed game title, using elements of games like Rastan and Risky Woods.

HOW TO CONTROL

D-pad works in standard platform fashion and is also used to select potions after pressing Start.

- **A** USE MAGIC
- **B** WEAPON
- **C** JUMP
- **S** SELECT MAGIC

HOW TO PLAY

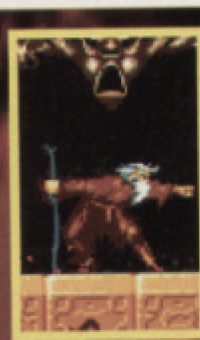
Walk from level beginning to end. Slash and slash again.

BLADES OF VENGEANCE

Thankee the stars, brave knight, that you do not live in the days of medieval yore. When a privy was but a hole in the castle wall, and more than likely there was an assassin lurking there with a rusty petard. It was also the time when adventurers swung mighty blades and had nae Savlon or elastoplast to cover their wounds. But it was nonetheless, an atmospheric age.

That same atmosphere of stench and decay is found in Blades of Vengeance, a scrolling slash 'em up, where three adventurers explore the caverns castles and culverts of Ye Olde game concept. There are spells, demons, privy passages and the occasional toothless old hag. Hey nonny nonny.





▲ wizard launches a blast of magic.



▲ Barbarian plays the mad axeman.



It's an ABBA revival!



Valkyrie is perfectly poised to pounce.



Attack from all sides.

MENT



LUCY

Oh looky here, it's Risky Woods, that rather sad Amiga jaunt converted onto the Megadrive last year. Oh no it's not it's not, it's Blades of Vengeance and it's even worse! I really can't understand why software companies put games like this out — they're not and never will be worth the £40+ asking price. Horrible, flat Amiga-esque graphics combine with totally inappropriate music, crap sound effects and utterly dull bash 'n' slash gameplay which only marginally improves as you progress. But let's face it, who'd want to progress or even start? Not me that's for sure and neither will anyone else if they've got any sense.

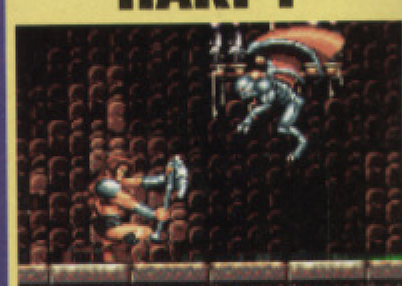
TAKING A SLASH

Swordplay (or magic shenanigans) is the basis of Blades of Vengeance. Each of the platform levels hold a host of bloodlusty creatures who only understand the pointy bit of a sword; your sword. As the levels progress, the amount of hits needed to kill a creature increases, and their tactics become more devious. There's also the threat of enemies ambushing you from nowhere. Here are some types:

FIRE DEMON

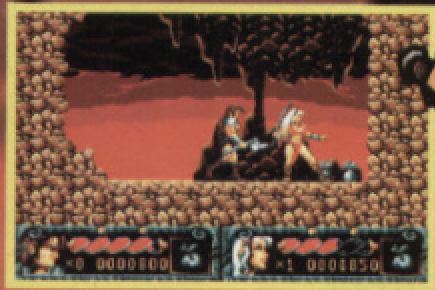


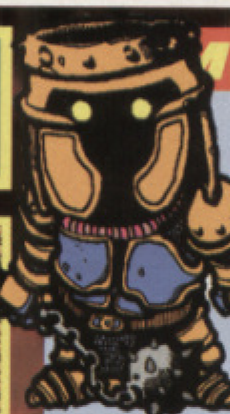
HARPY



CHEST EXPANDERS

Throughout the landscape, someone has seen fit to leave stout wooden caskets, containing supplies that boost your powers. Money, magic and lives are hidden therein. Some of the caskets are found on the main path, but the more valuable treasures reside in secret rooms, behind false walls.





MMENT

GUS

In some ways, Blades of Vengeance could have been quite successful. But it seems to miss the mark, and quite badly. The hack n' slash action is no more advanced than that of Rastan, and the game suffers from being too much like Shadow of the Beast and Risky Woods. The magical element is almost negated because the spells last for such a short time. But the main weakness is not originality. It's the complete lack of excitement experienced when playing this game. All the enemies work on the most basic of attack patterns. By parrying at the right moment you can kill any creature. It's predictable from sprite one to the end boss. The graphics are bland, the sound effects notably poor, and the gameplay archaic. I'd rather have a session on the rack.

INCANT

Magic plays a large part, as you'd expect in a 'Swords and Sorcery' game. Magic takes the form of staffs, potions, scrolls and rings. Potions such as 'Healing' and 'Force Field' are self-explanatory and may be used at any time. Others, such a Gas and the Midas ring are more mysterious and only have a limited usefulness, which you must work out. The items are found in chests, or bought in the shop between each level. As you progress the shop's range becomes wider.

MIDAS RING
STRENGTH
SCROLL
HEALING POTION
BLAST STAFF

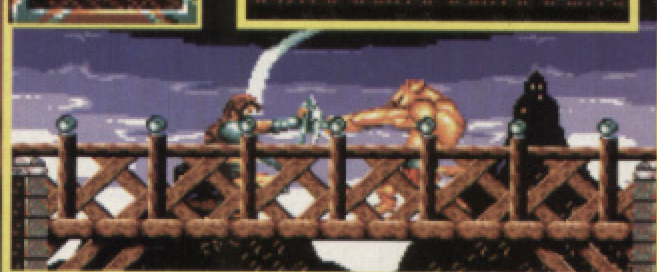












Not by the hair of my chinny chin chin!

HELLHOUND



SKELETON



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■□□□
WEEK	□□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■□□□□
ACTION	■■□□□
REFLEXES	■■□□□
ORIGINALITY	□□□□□

PRESENTATION 61

▲Swirling raster shift effects introduce each level. A choice of characters.
▼No skill levels, or options and the presentation is mostly hack-

GRAPHICS 67

▲Some nice use of colour for some background elements, and the characters look okay.
▼Sparse and repetitive and wildly unexciting enemies to face.

SOUND 53

▼Really weak, even bizarre sound FX. Screeching fireballs and unlikely battle sounds. And the music is utterly inappropriate.

PLAYABILITY 60

▲Playing through the levels is initially fine, as you work out the spells and secret rooms.
▼In a short while the predictable nature of the game becomes patently obvious.

LASTABILITY 52

▼Blades of Vengeance shouldn't take too long to complete, despite having no continues. It will become tedious even before that day.

OVERALL 53

A poor hack and slash, let down by its lack of original ideas and attention to gameplay. The programmers were willing, but the result is weak.


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MASTERS OF COMBAT



1-2 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

26,000

ORIGIN

Masters of Combat is a Street Fighter rip-off, with special moves, a versus mode and bonus rounds.

HOW TO CONTROL

The joypad works in conjunction with the buttons for special combat moves.

1 Punch

2 Kick

S Pause

HOW TO PLAY

Beat each opponent into submission in two separate rounds against the clock.

MEGA GAME

The strange phenomenon only held the attention of the city of Megalo for a day. Thousands of residents verified reports of a distinctive UFO passing over, and landing not far from the city. City investigators worked out the telemetry of the UFO, workin out its landing site, but when they got there... nothing.

Attention waned and the mystery was forgotten until... A year to the time of the UFO, the Megalo City mayor announced a contest to find the strongest fighter in the world. Immediately those that fancied themselves for the title got back into the gym. But little did they know, that that previous close encounter heralded some incredible and dastardly super opponents: the Masters of Combat!



MUTANT VILLIANS

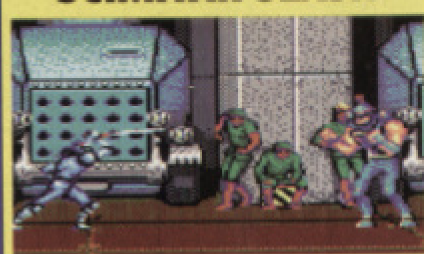
Their are four Masters of Combat, who reached the finals without any difficulty. You can pick up the basic controls pretty quickly, but each has an ambitious range of signature moves that devastate opponents on contact. These require moving the joypad through an arc and timing the blow perfectly.

HAYATE



This Ninja has the chilling combination of speed and power, and carries some concealed weapons. His rush attacks are particularly effective, but he has some even more special moves:

SCIMITAR SLASH



Hayate rushes across the playfield while drawing his sharp and curvy sword. Does about 25% damage.

FLURRY KICK



This crazy rush is a hail of kicks that decks most opponents immediately. Does 25% damage.

GONZALES



Okay, he's circumferentially challenged, but being fat is not a block to being a combat master. In fact, he's probably the most versatile character:

DRAGON PUNCH



Looking startlingly like Ryu's move, this jumping punch with 360 degree turn is just as poetic to see in motion. Around 20% damage.

FLYING BODYKICK



This incredible feat of athleticism allows Gonzales to soar across the screen with a two-footed chest-aimed clothesline. 15% damage.



COMMENT

GUS

Superb! I bet Master System owners had given up hope on a decent Street Fighter clone for their system. Having had rubbish like Pitfighter in the past, we were almost convinced it 'couldn't be done'. But with Masters of Combat it has. The graphics are brilliant. They may look indistinct as screenshots, but each of the characters looks great, and the animation is really quite stunning in places. What makes the game look good is the imaginative and vast range of moves: all manner of kicks, throws and mystical attacks. It also benefits from being really fast, and having computer opponents you can respect (and fear!). An unequivocal megagame.





COMMENT

PAUL

Not only is Masters of Combat addictive but it is visually exciting too which is incredible, considering its 8-bit format. No doubt it is difficult to design a set of characters that drive the imagination to any extent in such an over-crowded scene, but the quartet presented here have their own powerful identities. In fact it's a tough decision choosing which fighter to master first! There are so many moves and combinations to perfect within this game that it is likely to take an age before owners become tired of the cart.; even more so considering the computer opponents' deviousness and guile — they are not beaten easily! The control method seems odd at first but only because it differs from the current 'standard'. Mortal Kombat is weak in comparison. Buy this!



◄ *Joyriders get hold of Wingberger's Cosworth.*

PRESENTATION 80

▲A two-player option is the most important feature, also allowing the same characters to fight head to head.
▼Only three difficulty levels.

GRAPHICS 87

▲Great fighter animation, and fighting moves that are interesting to watch.
▼The backgrounds are sometimes too detailed to let the fighters stand out.

SOUND 82

▲As good music as you can squeeze out of the miserable MS chip.
▼It's a pity that no one tried some sampled groans of agony.

PLAYABILITY 92

▲Mega playability! The game plays really speedily and the range of attacks offers real strategic choice. The game has a great feel.

LASTABILITY 88

▲This is one game you'll be working out combos for. The two-player mode is timeless.
▼The only weakness is the meagre four characters.

OVERALL 90

For those desperate for a good combat game, this is a superlative addition to the Master System's one-on-one stakes.

HIGHVOLTMAN



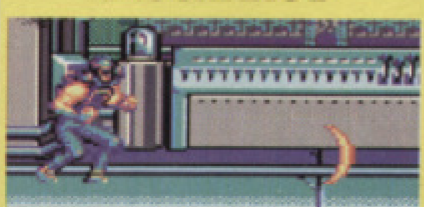
This son of Edison is edifying in action. He adds to his physical build with electrical attacks that regularly stun his opponent.

POWERED FIST



This charged fist does incredible damage, but opponents have to be very close to be in range. Up to 30% damage.

ELECTRICAL DISCHARGE



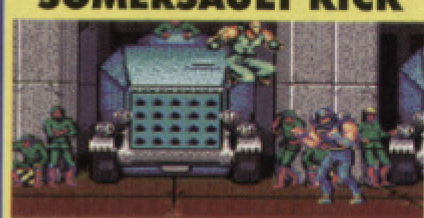
Useful as a long distance attack, a swift wave of power travels across the screen at a low level. Only does around 10% damage.

WINGBERGER



Certainly the dottiest and weirdest of the characters. With balsa wood wings and lots of flying moves, he's away with the birds. Some interesting tactics, though:

SPARROW SOMERSAULT KICK



When this works, Wingberger cavorts around the screen, giving a good kicking to most things. Maximum 20% damage.

ENERGY BOLT



This attack is so intense it knocks the sender off his feet. However, it's the strongest long range attack in the game. 30%

TOM MAS
DINOS
FOR



1-2 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3,6 OR 9
SKILL LEVELS: 3
RESPONSIVENESS: QUICK
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

165000

ORIGIN

The game is based upon characters created by Tom Mason for Malibu Comics.

HOW TO CONTROL

The d-pad controls the characters in left/right platform fashion, with up and down used to aim the dinosaurs' fire-arms.

- **A** Punch/Grapple
- **B** Kick/Throw
- **C** Run
- **S** Starts and pauses the game

HOW TO PLAY

Lead one or two dinosaurs (for hire) over and around platforms through five stages of blasting action.

Few would argue with an angry dinosaur — none would provoke a dinosaur who's carrying a gun! So who on earth is challenging not one but *three* of these creatures from the dawn of time, seemingly intent on hurrying the eve of destruction? Surely the last thing the world needs is a cash supplier to invoke the assistance of some elephant-gun-toting dinosaurs for hire?

Well, oddly enough, these mad Mesozoic-mercs are on our side. They are furious because of a whacked-out scientist's plans to eradicate the entire human race! To prevent retaliation he's bio-engineered the most enormous dinosaurs earth has ever seen and stationed them as guardians of crucial locations in his evil empire. Only the dinosaurs for hire stand a hope of challenging these monsters and surviving but — owing to brains the size of walnuts — they require the direction of two human beings to do so. This cumbersome combo of the year's most unlikely heroes await your command!

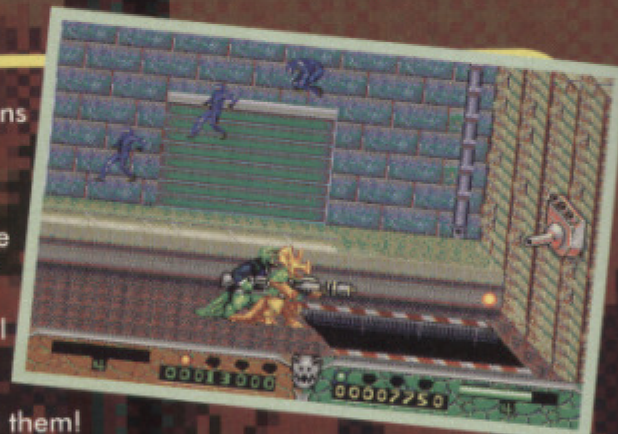
FOSSIL FATIGUE

'SHOOT IT'

Handling the guns carried by the dinos requires phenomenal strength because they all kick like a T-Rex! When operating on full power only the Dinosaurs for Hire can control them!



▲ *65 million years of mayhem.*



▲ *Basement frolics await.*

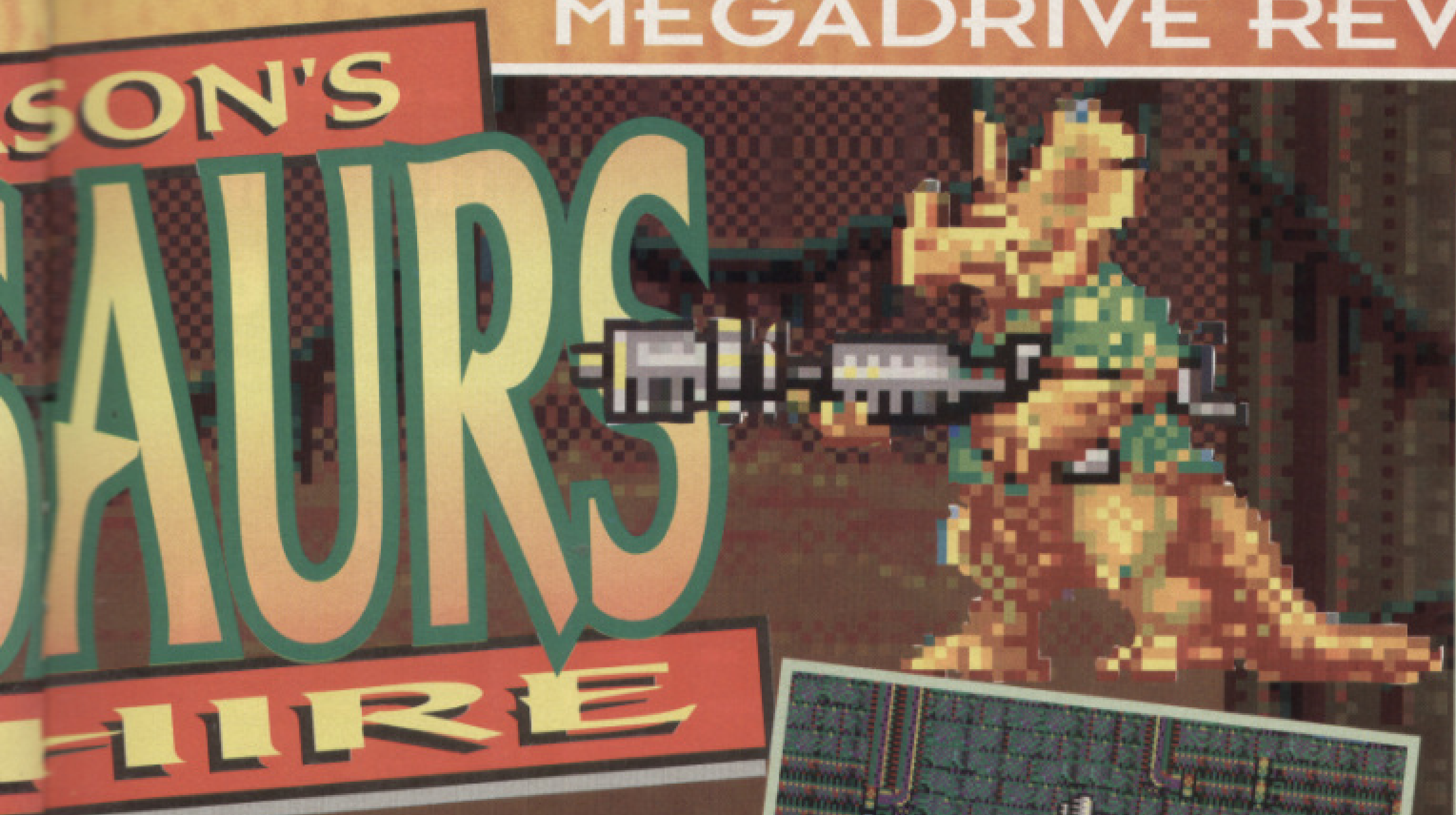


▶ *Mean green muthas.*



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■□□
WEEK	■■□□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■□□□
ORIGINALITY	■□□□□



COMMENT



PAUL

Sega's own titles are maintaining an extraordinarily high standard of late so it's a bit upsetting to see them make a bit of a bodge of this one. It's a tough game generally though there are occasions when problems facing a player aren't really tricky but downright unfair! For example two players guiding their dinos up a vertically-scrolling screen find being left behind means a forfeit of energy. Also they cannot fall more than three inches without falling off the screen and losing a life! This means two-player games generally result in arguments. It's sad really because the dinosaurs themselves know some cool moves, the bosses are huge and pretty entertaining too if a little easy to outwit. The general consensus around the office is that somebody presented the programming team with some excellent ideas which they promptly went off and made a hash of! As a temporary answer to cure a blast freak's itch Dinosaurs for Hire fits the bill but it's far from being a high class product.

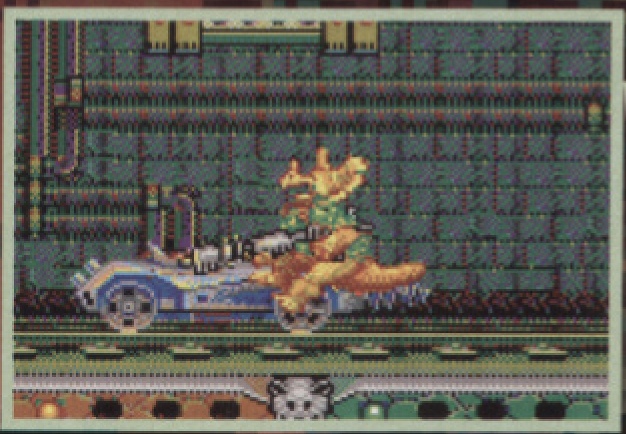
'STOMP IT'

Being sandwiched between terra firma and the weight of a falling dinosaur is one heavy situation to find yourself in! With some skill on the player's behalf it's a fate the scientists henchmen simply cannot escape!



▲ *Something went boom down below.*

▼ *Heard the one about the Irish man and the Princess?*



▼ *Why do those Cadbury's machines never work.*



'SMACK IT WITH A HOT GUN-BARREL'

▶ *I didn't know there were pigeons down here.*





▲ *Mr Pistol whip-lash.*

Though their big guns are fine for spraying all and sundry with hot lead any close-ranged attacks launched against the dinos are likely to find them dead! Unless, that is, they make use of some intimate moves of their own. Both Arnie and Lorenzo take a swipe with the butts of their guns when seeking to give their enemies a head-ache. Reese on the other hand simply uses his butt!





▲ *Down, shep!*

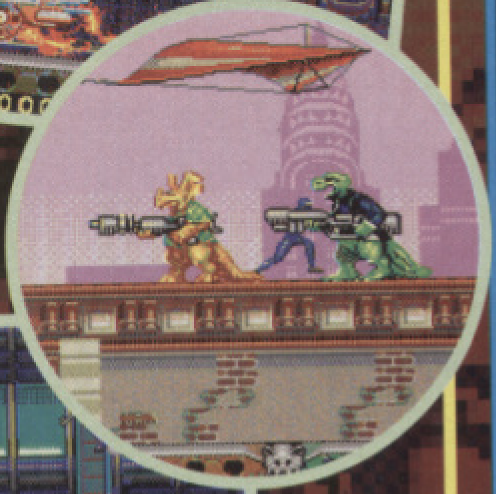
THAT SMARTS!



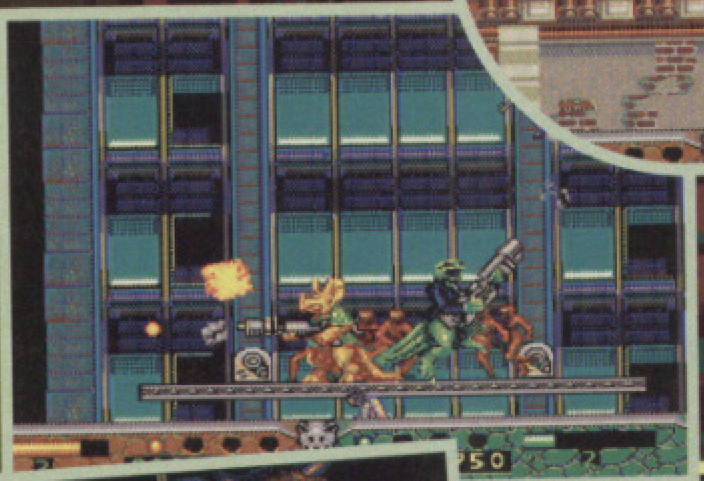
In times when troubles faced by the dinosaurs escalate to a size even their vast proportions cannot handle they needn't worry too much. As each member of the team embarks on their mission they're equipped with a special weapon known affectionately as a 'Nuclear Holocaust'. A particularly devastating brand of high explosive, these smart bombs wipe out every enemy on screen and bruise the big-bad bosses good!

▲ *Too hot to handle.*

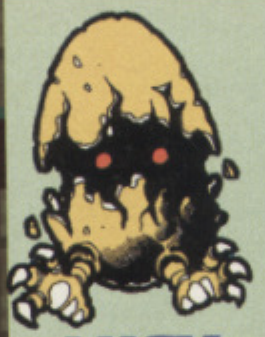
▼ *The window cleaners have arrived, and ever!*



▲ *Transatlantic glide.*

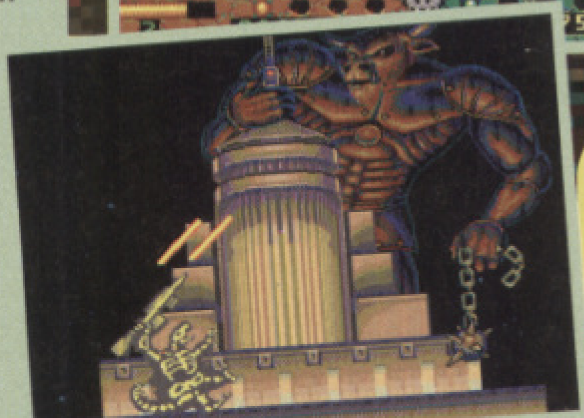


COMMENT



LUCY

Bit of a silly concept from the start this one methinks — huge dinosaurs running around with bazookas and the like but since Sega have done it, they could have done it better. It's not bad as far as it goes — as long as you don't mind mindless and pretty uninspired blast 'em ups that is, but the graphics are drab when they should be bright, the gameplay is mediocre and unoriginal when it should have been good and the two-player mode is appalling since one or the other of you is always getting left behind through no fault of your own. Not terrible but well worth giving a miss.



▲ *Move over King Kong, Fay Wray's back with a vengeance!*

THANKS TO...

...George Bray at ICE Distribution for the loan of this cart. George is a bit of a dinosaur himself, though he isn't for hire. However this is no hard and fast rule, so if you're interested in George or indeed anything he has on offer at his shop his contact number is (0302) 340079.

PRESENTATION 68

▲ Profiles on each dinosaur are available and are quite amusing.
▼ Elsewhere it's the same old title-screen/ option-screen/ demo scenario seen a zillion times before.

GRAPHICS 81

▲ Each dinosaur has its own character through use of detail and clever animation.
▼ The colour-scheme is dull throughout. Most enemy sprites are either very tiny or scruffy and rigid.

SOUND 84

▲ There are some ace blasting effects and the dinosaurs' guns sound wicked! The music goes down a storm too.

PLAYABILITY 67

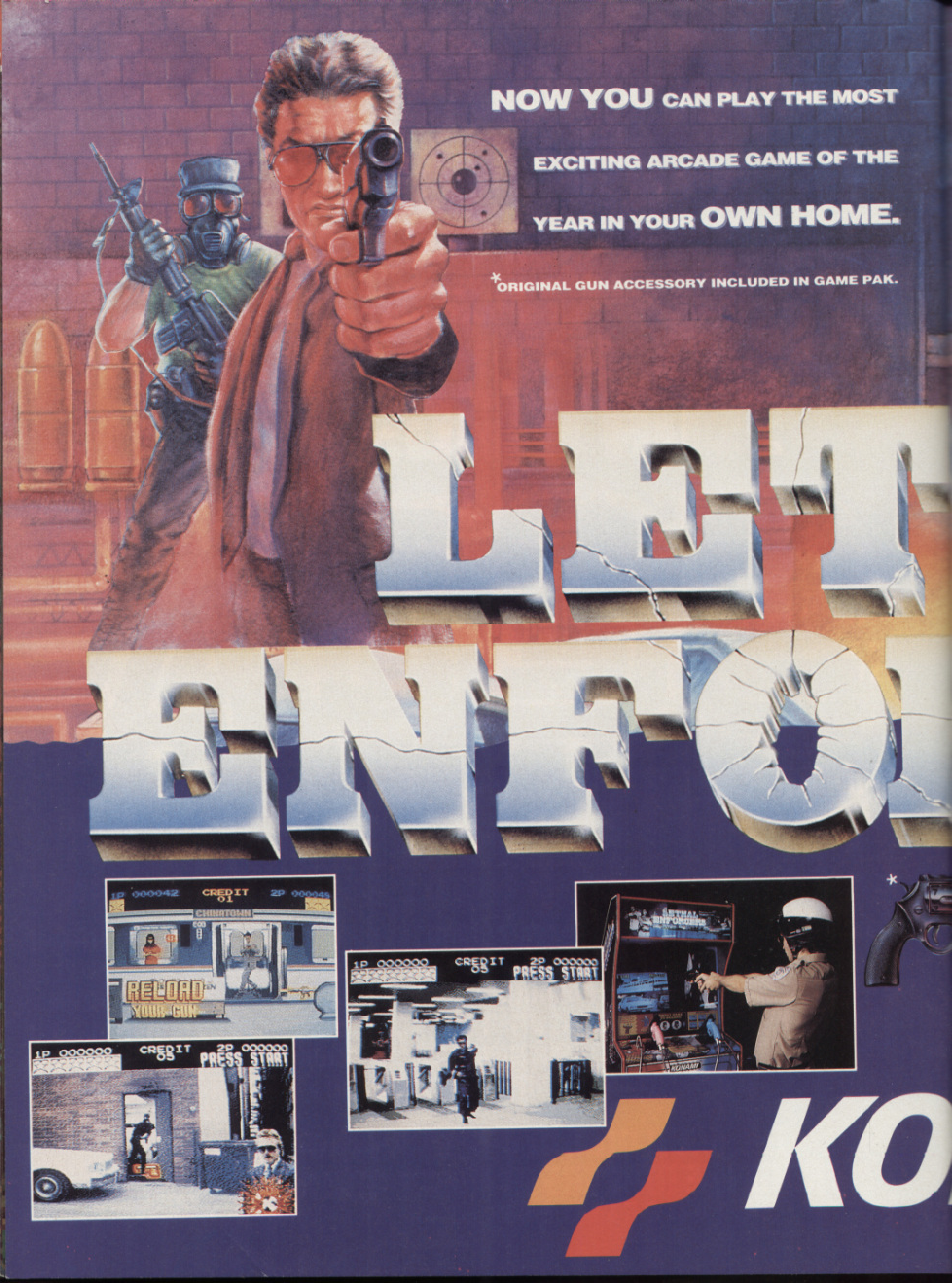
▲ Grit your teeth and get to it! Cutting a swathe of destruction through the various levels is fun for a while...
▼ ...However the frustration element soon leads to boredom.

LASTABILITY 71

▲ The level of challenge is high. Fans of the comic series might enjoy a blast every so often.
▼ For most people there are many other games that deserve priority on the playlist before this one.

OVERALL 69

Some great ideas fall foul of fossilised game design and frustrating gameplay.



NOW YOU CAN PLAY THE MOST
EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.
*ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.
LET
ENFO
1P 000042 CREDIT 01 2P 000045
CHINATOWN
RELOAD YOUR GUN
1P 000000 CREDIT 03 2P 000000 PRESS START
1P 000000 CREDIT 03 2P 000000 PRESS START
KONAMI
KO


CHINN RESTAURANT
HAL
RCERS
REALISTIC COPS-ON-THE-STREET ACTION
SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT
THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST
THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING,
MULTI-STAGE BATTLE FOR JUSTICE.
SUPER NINTENDO
ENTERTAINMENT SYSTEM
MEGA-CD
SEGA
MEGA DRIVE
NAMI
KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS



1 PLAYERS

PRICE	TBA
BY	VIRGIN
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

End of Level 7

ORIGIN

The two movie cyborgs were first brought together in a four-part series written by Frank Miller for Dark Horse Comics.

HOW TO CONTROL

Use the D-pad to make Robocop walk and climb. The A and B buttons handle jumping and shooting.

1 Fire

2 Jump

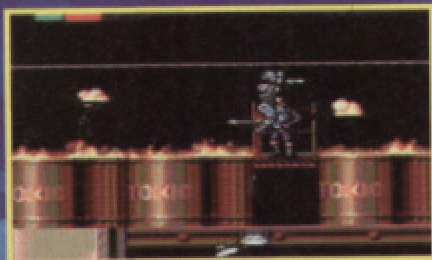
HOW TO PLAY

Guide Robocop around the platform levels, carrying out the prime directive he's given at the start of each one.

You might think it's a breeze being a metal-headed super-being, well think again. Just imagine; every time you wanted a pee you'd have to drag out the tin-opener just to get yourself undone and then burn yourself to bits welding yourself up again. Luckily for Robocop, some bright spark invented a special zip to save him this agony so he can smugly go the way no tin-can has ever gone before.

The Terminator wasn't so lucky — such new-fangled technology never reached him so, twisted up inside (and out, poor chap), he vows to take revenge on anybody with their bits and pieces still intact — ie most of the world. It's up to the player as the holier than thou Robocop to





▲ *I have you over a barrel!*





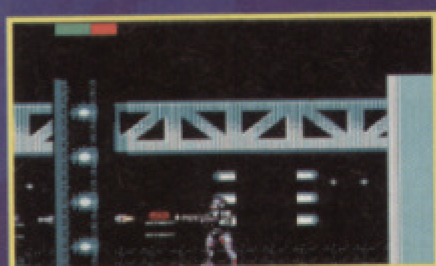
▲ *These are mean streets.*

COMMENT



GUS

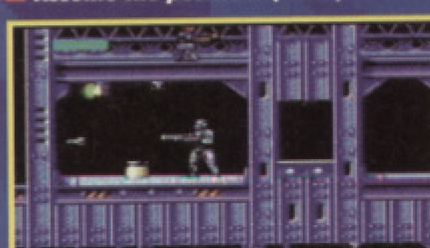
I actually prefer this version over the Megadrive! But I think the reasons can be justified. The feel of this exquisite blaster is ace, with perps exploding all around. There's loads to shoot, including security cameras and apartment block windows. The game is pacy, and you don't feel so much of a target as in the Megadrive version: you're giving the hits not taking them. There's plenty of presentational faff rarely seen on the Master System these days, part of it being some excellent digitised speech. This only confirms Robo vs Terminator as one of the top Master System games of the year.



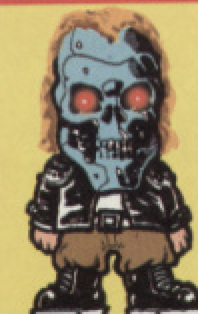
▲ *Gloomy girder land.*



▲ *Assume the position! (dead)*



COMMENT



LUCY

Like the Megadrive version of this game, I found it a really good blast. Naturally this version is a bit simplistic compared with it's other half but the graphics are still good for the Master System (despite some slow down and flicker) with some really detailed backgrounds and large bosses. There are lots of different weapons to exploit and loads of fiends to splatter. There's even digitised speech for chrissakes! This is basic shoot 'em up/ platform action but still one of the best games I've seen on the Master System for ages although hardened gamer might find it too simple on EASY!

LEVEL 1: TRAINING

PRIME DIRECTIVE: AVOID THE BULLETS.

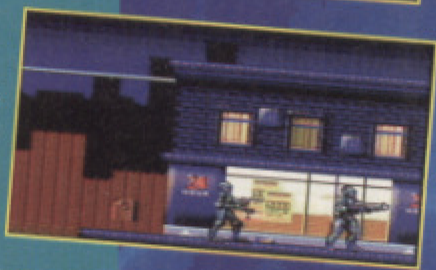
This is a quick exercise in staying alive. Guide Robocop along the streets of Old Detroit, wasting baddies, avoiding sticks of dynamite and collecting extra weapons. If you can't get through this one you are truly a girl's blouse with frills on.



LEVEL 2: THE STREETS OF OLD DETROIT

PRIME DIRECTIVE: RESCUE THE HOSTAGES.

Similar sort of stuff only there are hostages to rescue who have been stashed on buildings by the local crime bosses. Not much of a problem — keep an eye out for the hidden bonus room — and the Terminator boss is a doddle.



LEVEL 3: DELTA CITY UNDER CONSTRUCTION

PRIME DIRECTIVE: TAKE OUT THE SECURITY CAMERAS

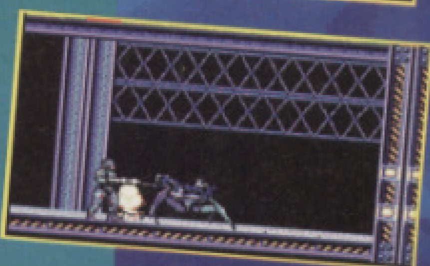
For some obscure reason Robo has to take out all the security cameras in order to protect the place. Everything is getting a bit trickier with this one especially the boss — his old mate Robocop 2 — who's about the toughest there is!



LEVEL 4: THE TOXIC FARM

PRIME DIRECTIVE: WATCH OUT FOR TOXIC WASTE

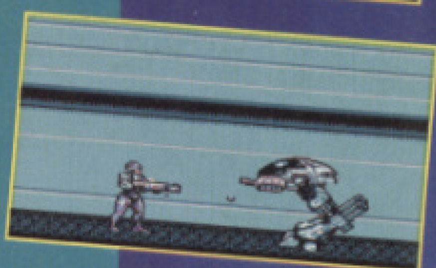
It's official — jumping into vats of toxic waste can seriously damage your health so don't do it! Also, don't get shot by the trillions of baddies lying in wait and make sure you waste the Urban Pacification Mini-Tank at the end of the level. Go for the bonus level by all means but you'll have to face an extra arachnid-type baddy if you do!



LEVEL 5: OCP OFFICE COMPLEX

PRIME DIRECTIVE: RESCUE THE OCP EMPLOYEES AND TRASH THE OFFICE

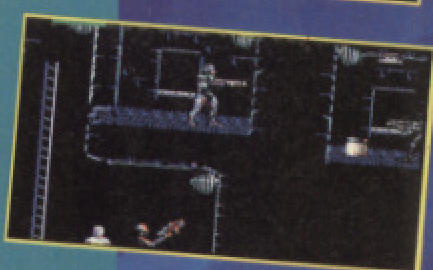
Lots of hostage saving, Terminator-killing and dodging in and out of darkened OCP doorways in this one before a massive killing splurge of the ED-209 at the end of the level!



LEVEL 6: TERMINATOR OUTPOST

PRIME DIRECTIVE: FREE THE REBEL COMMANDERS

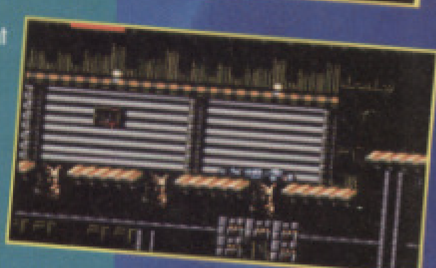
More hostage freeing this time in the future, with the war between the humans and SkyNet raging around you. Lots of Terminators but the loose rocks in the ceilings which kill you with one blow are the ones to look out for. The boss is a pretty easy as long as you've got some decent fire power!



LEVEL 7: ENTERING SKYNET

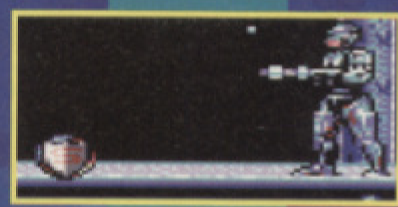
PRIME DIRECTIVE: JUST STAY ALIVE

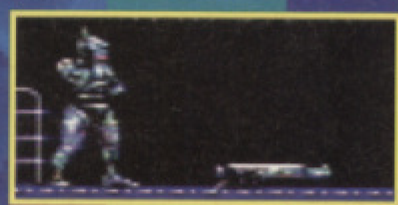
The directive is by no means easy — there are masses of Terminators. Although they die with just two shots, they are dangerous by their sheer number on this level.



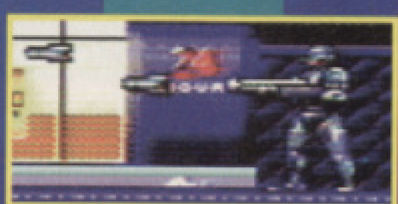
SHOOT TO KILL!

The utter joy of this game is the huge range of heavy duty weaponry available to Robie — some just lying around while others are hidden under dustbins. These include his standard Beretta Auto-9 which is fine for your run of the mill villains but a bit sad against bosses. There are Laser guns and homing missiles for really kickin' fire power. The further the player gets in the game, the better the weapons get but woe betide the saddy who loses them! Keep eyes peeled for various energy replenishers lying around as well.











I DID IT MY WAY!

There are ten levels to Robocop vs Terminator, as well as many secret bonus levels. Each level has its own prime directive which must be obeyed if you want to see the next part of the game. Here's a run down of the first seven (any more details would spoil you)!

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■■□
ACTION	■■■■■
REFLEXES	■■■■□
ORIGINALITY	■□□□□

PRESENTATION 89

▲ Basic intro screen and basic options — a nice, polished feel to the whole thing.

GRAPHICS 87

▲ Ace sprites and simple but effective backgrounds.

▼ It does suffer from some slow down and sprite flicker if the number on sprites on screen gets too much.

SOUND 92

▲ Digitised speech and some nice blasting noises. The music's typical tinny Master System but it's still pretty good.

PLAYABILITY 91

▲ Really easy to get into. It starts off very simple but quickly gets very tough.

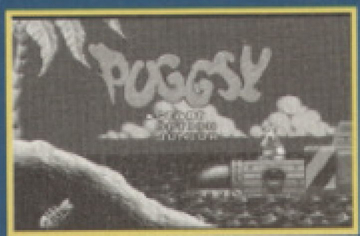
LASTABILITY 88

▲ Really challenging stuff which gets better the further you play. Oh, and there are all those secret bits to find.

▼ Hardened players might find it a tad too easy.

OVERALL 89

A brilliant standard of programming and a great homage to the characters. And an utterly addictive platform shoot 'em up from the word go.



PLAYERS 1

PRICE	£44.99
BY	PSYGNOSIS
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

18,000

ORIGIN

Puggsy's story is the property of Psygnosis, who must have learned of his interstellar adventures by radio telescope.

HOW TO CONTROL

The d-pad controls Puggsy in a standard platform way, and also affects the way he manipulates objects.

- A Shoot
- B Pick up/drop
- C Jump
- S Pause

HOW TO PLAY

Each of the platform stages has a puzzle to be solved to reach the exit. There are also eight bosses to beat.

Space: the final frontier. Also, a quiet collection of lay-bys, one-way streets (black holes) and road works. Travelling home one night (how could you tell if it was day or night?) Puggsy barely glimpsed at the large and ominous asteroid floating by on the hard shoulder. But inside, something was stirring — the fearsome shape of the space pirate vessel.

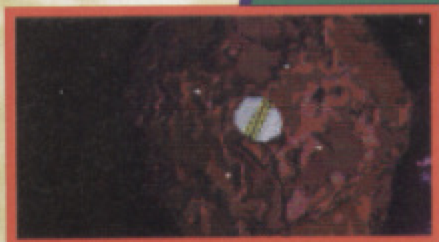
Crack! Laser-fire strikes Puggsy's shuttle. Vainly he tries to make a jump to lightspeed, but the pirates follow him into the wormhole. But too hasty to seize their prey, they bump the tiny craft out of the warp and tumbling towards a nearby planet. Puggsy passes out during the crash landing, and awakes to find his ship disappeared, and the rustling of native life...

BOSS-A-NOUVEAU

Originally there were six World Guardians in Puggsy. These have been retained, with another two added at salient points of the action. The bosses are single screens of arcade action, but defeating the massive creatures requires a bit of analysis.



MATINEE

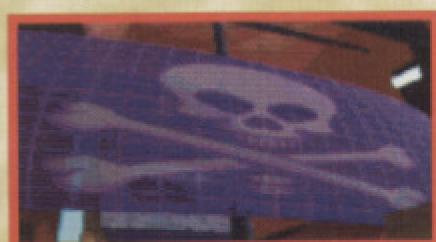


▲ The sinister pirate asteroid comes into view.

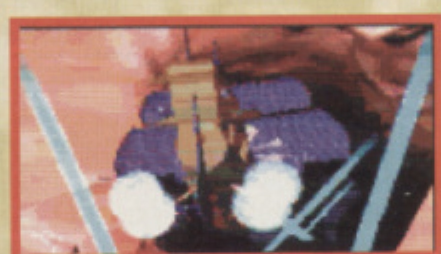
The most striking addition to Puggsy is the extended introduction, using rendered images of the pirate spaceship and Puggsy's craft. The story of his arrival is relayed using some nifty camera angles and special effects. Here are some 'stills'



▲ Docking procedures for the vessel are suspended.

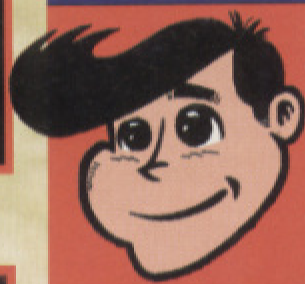


▲ Hoist the solar sail! Chase the young varmint.



▲ Jet thrusters help guide the ship through the asteroid.

COMMENT



RICH

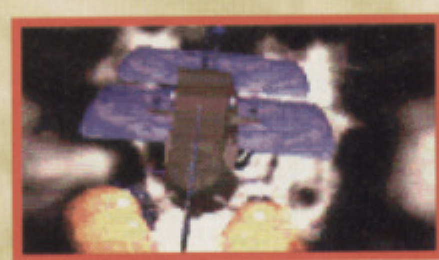
Opinion is divided as to Puggsy's merits. People who persevere with it end up enjoying it a lot. Others, more used to accessible arcade action are instantly put off by the "floaty" control method and the lack of instant thrills. To its credit, Puggsy CD boasts some stunning graphics and absorbing gameplay, but it isn't really that removed from the original cartridge game. Psygnosis have handed in a quality product here, but since the company has so much previous CD experience I was expecting a lot more.

PU

The puzzle element is the strongest part of Puggsy. Each level may feature up to 20 objects. These cannot be carried to later levels, and have their use on that stage. Objects are programmed to react naturally to the effects of gravity, buoyancy and weight. For example, a beachball is blown by a fan, a stone is not. Some objects also have specific uses — remote controls, water pistols, axes and matches.



▲ Under attack, Puggsy makes a lightspeed jump.



▲ The pirates follow the tiny shuttle into the warp wormhole.



▲ Puggsy craft is tossed out of the wormhole into a remote part of space.

GUN LAW

Puggsy has two modes of defence. The first is the classic, but risky bottom-bounce attack, fave of many platform games. But Puggsy positioning must be just right. Much safer is the use of a gun — most enemies may be blown away.



LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	■■■□□

PLUS CA CHANGER

To dispel any illusions, Puggsy CD is much the same game as Megadrive Puggsy, reviewed in MEAN MACHINES issue 12. We tell you this so anyone with the cartridge version appreciates the Mega-CD version isn't really worth getting. Of course, we'll explain the basis of the game to newcomers.

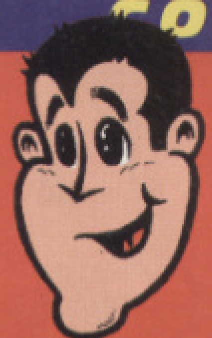


◄ *You can't be sure of this shell.*

SMALL OBJECTS OF DESIRE



COMMENT



GUS

Puggsy is basically the same game on CD as it is on cartridge. The music is better and the added intro is nice, although the extra bosses aren't much of a threat to Puggsy. It's a thorny question as to whether a CD game should be marked down because the potentially better technology has not been utilised. As in the case of Ecco CD, I think it doesn't matter with Puggsy. The game is as fun to play as ever, and it's a still a neat combination of platformer and puzzler. The added features aren't going to sell it as a CD product, but since it retails for the same price, there's no real grounds for complaint. By and large, Puggsy is still a fine game.



▲ *Only one planet in the proximite system looks viable.*



▲ *The craft makes its atmospheric descent.*



▲ *The mysterious island of the game finally comes into view.*

PRESENTATION — 90

▲A good intro, added to the previous high standard of presentation, including a good password system.

GRAPHICS — 88

▲The intro looks slightly blocky but has some fab angle shots. The in-game graphics are radically different: flat but detailed.
▼The sprite animation is quite poor.

SOUND — 85

▲Very "summery" sounding music, which changes frequently to match the location .
▼For "summery" some would say "cheesy".

PLAYABILITY — 90

▲A well structured difficulty curve, allowing you to get acquainted with the controls.
▼Some of the puzzles require some laborious to and fro-ing.

LASTABILITY — 88

▲Tons of levels, spread across a massive and changing map. Loads puzzles to solve.
▼The continue option might mean finishing the game quickly.

OVERALL — 90

One of the few true arcade adventures for the Megadrive, and even rarer on Mega-CD. However, there is no distinct difference between the two platforms.

HE'S JUST FOUND SOMETHING NASTY IN THE CUPBOARD...

6778894897 2347659874576 4576789998741 4590091241100 4681120044438 1120969255921 9907567986544 0166648

Brace yourself for the battle of your life.
Since the arrival of the self acclaimed Emperor Boss - the megalomaniac to top all maniacs, the galaxy will never be the same again.
The once peaceful Nebulan inhabitants have become hardened warriors, sorcery sourcing wizards and mutated fighting machines.
You must choose two champions to defeat the forces of evil in the four Barcode Nebulan Eras, before facing old misery guts himself - The Boss.
With the awesome Barcode Battler you can play against 120 computer generated foes or beat the pants off your simpleton friend.
Create your own superheroes by cutting out the barcodes on everyday products. Who knows, the barcode on the magazine you are now reading may have more power than Arnie, Robo and Termie put together!



You've got everything you need to play all three modes, including an Instruction Booklet and Battle Manual in the Barcode Battler Pack. Which just leaves you to hotfoot it down to your local Barcode Battler store and demand: "Free the power or the sad cashier gets it!"

Free the power!

BARCODE BATTLER

COMMERCE CONFLICT

CUT OUT AND TRY YOUR LUCK!



1-2 PLAYERS

PRICE	TBA
BY	TENGEN
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: POOR
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

22,000,000

ORIGIN

Dragon's Revenge is a fantasy pinball game, and a sequel to the Dragon's Fury/Devil Crash game of 1991.

HOW TO CONTROL

Left on the D-pad controls the left flipper. The other D-pad controls are not used.

- **A** NO FUNCTION
- **B** RIGHT FLIPPER
- **C** TILT
- **S** PAUSE

HOW TO PLAY

Use the flippers to keep the ball within the playing area. Enter the bonus areas to free the adventurers.

Sit back and prepare yourself for the most overwrought pinball opera since Tommy. Dragon's Revenge follows on from the Gothic horrors of Dragon's Fury, a hellish table of the ghastly and ghoulish, which was pinball heaven. The second instalment comes with an equally flamboyant setting.

A remote village is being terrorised by an evil dragon. Previously, the beast demanded tribute of one person every ten years, and wasn't too fussed with what was offered. However, one of his chosen meals, a schemer named Darvel, suggested the dragon demand the fairest maid in the settlement instead. The dragon agreed, and Darvel became his consort.

This state of affairs continued until three adventurers arrived to destroy the dragon. However, Darvel had acquired magical powers and imprisoned them in glass orbs. One of the adventurers managed to summon a lightning-fast orb with her last ounce of strength. This orb ricochets around Darvel's fortress, seeking to foil the Dragon's Revenge.



DRAGONS REVENGE



Darvel giggles as you tickle her chin with a flipper.

DARVEL

At the heart of the table is Darvel.
Her head is surrounded by three lights. If these are turned to the same colour her face comes into life (using rendered 'real' images). If the lights happen to be turquoise, Darvel jumps out of her setting, and parades round the screen, carrying a precious stone. Hit that for a massive bonus.





▲ *Having fun? Darvel puts on a show.*

COMMENT



GUS

Dragon's Revenge is a sequel that clearly doesn't scale the heights of its original. Although the same plot and scenery elements exist, the good ideas are drowned in a sea of mediocre programming and poor graphics. The most important aspect of a pinball game is always the realism of the moving ball. In that department, Dragon's Revenge is badly flawed. The ball bounces at the weirdest angles, 'sticks' to some features and appears to go through others. Also the flippers are too narrow to give an adequate control over the ball. Graphics and sound don't help matters by being amateurish Dragon's Fury isn't a bad game, but it seems to border on it sometimes.



The Dragon's Revenge table carries features that may look like pinball game bits to the foolish mortal eye, but are actually artifacts of great magical significance:

SKULL
As well as being a pathway, when struck, this skull issues a host of creeping nasties. Continued hits boosts the multiplier.

CRYSTAL
It takes many hits to destroy this crystal. Doing so opens a new channel flanked by monstrous demon heads.

HEARTS
Turn these three hearts scarlet, and a special multiplier bonus will be activated.

RIPPLE WALL
This trap feature threatens to sweep you down to the lowest levels. Push against the rippling tide.

BOOSTERS
Both these channels boost the ball up into the highest table screen.

DRAGON'S HEAD
It spouts flame, it spews forth shambling horrors and indeed, it roars a lot. Truly, a multi-talented Dragon's head.

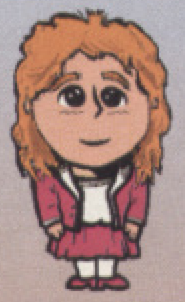
LOTUS
The flower feature is a bend with two gates. The longer the ball stays in their, the more points.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	■■□□□

TABLES TURNED
Most of the action of Dragon's Revenge takes place on scrolling pin-table, which extends over three screens. The table is split into three different sections, linked by various passages, guarded with three sets of flippers. The only way to lose a ball for good, is for it to drop into the water below the bottom set of flippers. The ball is launched from a side channel, with a variable speed plunger.

COMMENT



LUCY

I absolutely agree with Gus that this game isn't as good as the original but I still think it's quite fun despite its faults. When an original game is as absolutely ace as Dragon's Fury, it's always difficult to come up with a sequel which is as good yet have some originality — you have to give the programmers credit for trying to do something a bit different but the colourfully painted bonus levels are just too two-dimensional and the effect is flat and just not as interesting despite the clever scaling of the balls in these areas. The graphics on the main table aren't as good as the original either and there doesn't seem to be as much to do which is unforgivable for saying this game is more than two years older. I'm a complete pinball freak and if you are too I'd still buy this because it's the best offering on the pinball front that I've seen so far this year — just don't expect miracles.

ORBS

There are eight bonus screens, entered by a series of secret passages. Each is a single screen, with a fixed task. The first three contain the adventurers who must be freed from their orbs. For each broken orb, the player has another ball to play within later bonus screens. Losing the ball in a bonus screen does not cost a life.

BONUS 1

Set on a waterfall, trolls attack by dropping from the sky. They fend off your ball by throwing their heads at you!



BONUS 2

The Valkyrie is imprisoned in a tree filled with spiders. Yuk! Smash the limbs of the tree to reveal the orb.



BONUS 3

The third adventurer is held captive by a massive bird, whose nest is on an island. Swooping eagles and tentacles from the lake seek to protect her.



BONUS 4

The snake monster lurks in a rancid swamp, with swarms of mosquitoes buzzing at the ball.



BONUS 5

The fire-demon lies behind the skull, defended by lava and gargoyles.





I want to be a tomato!



We are the munchkins and we love our Jaffa Cakes!

GENERATION

Horrible life-forms ooze out of various points of the table. They present no danger to the ball, other than deflecting it off course and making it's path unpredictable. Bearing names like Baalzhog, the Spiked Nightmare, and the Mindslayers, death is too good for them. killing them also reaps some sort of bonus, like opening the way to some secret room.



PRESENTATION 79

▲ The password option is a useful way of avoiding the boring parts. A selection of options.
▼ Dragon's Revenge suffers from being slightly naff.

GRAPHICS 68

▲ Some semblance of the first game's Gothic appearance remains.
▼ The table looks scrappily designed and the bonus screens are kindergarten drawings.

SOUND 76

▲ Different tunes for the main screen and the bonus levels, and lots of sampled voices.
▼ The sound FX can be, frankly, crap at times.

PLAYABILITY 76

▲ A modicum of pinball fun, and an interest in the bonus screens.
▼ Games last too long, and the poor ball movement spoils the game.

LASTABILITY 67

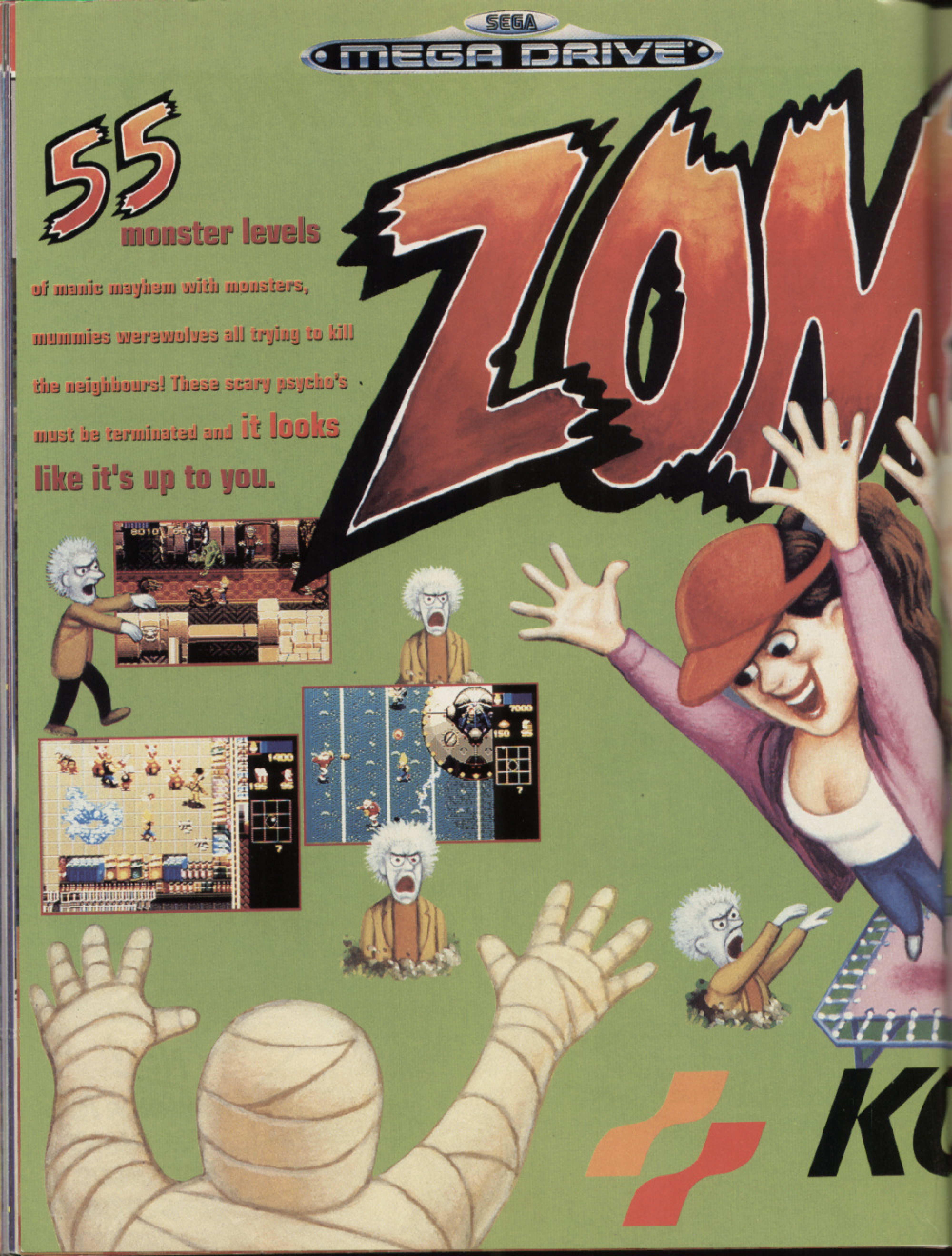
▲ Pinball's a good game for taking out and playing with occasionally.
▼ Playing through to the end won't take that long uaing the password.

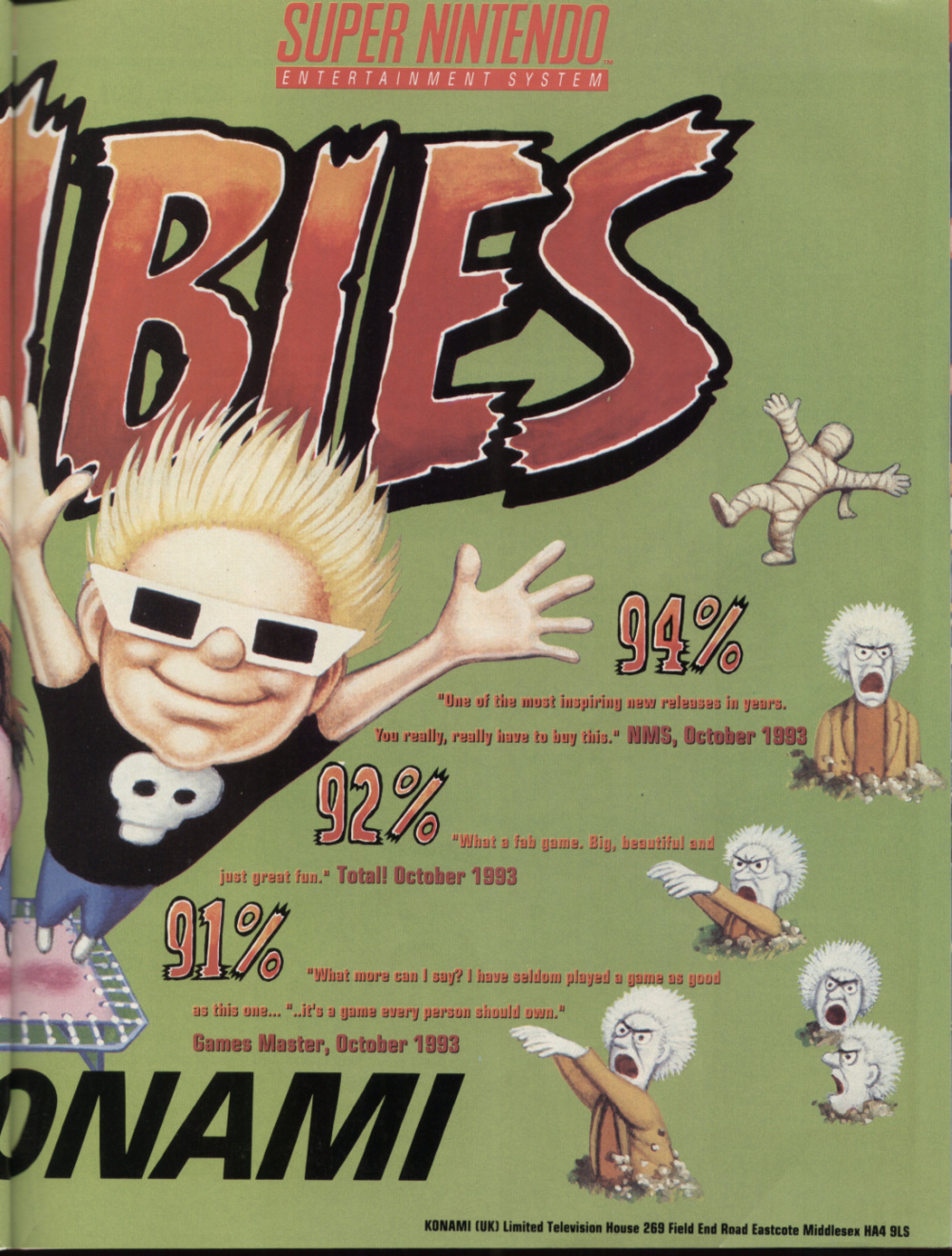
OVERALL 74

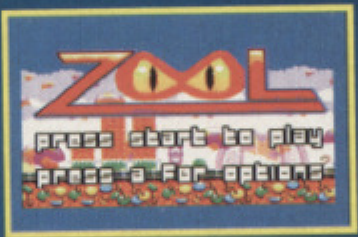
A disappointment when you think that Dragon's Fury is two years older. Revenge is clearly based in mediocre territory. Bigger is not always better.



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You really, really have to buy this." NMS, October 1993
92%
"What a fab game. Big, beautiful and
just great fun." Total! October 1993
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"What more can I say? I have seldom played a game as good
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Games Master, October 1993
ONAMI
KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS



1 PLAYERS

PRICE	£44.99
BY	GREMLIN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: NOT BAD
GAME DIFFICULTY: LIGHT TO MODERATE

1ST DAY SCORE

500,000

ORIGIN

Zool was originally on Amiga for those who wanted a Sonic-style game on floppy disk.

HOW TO CONTROL

Use the D-Pad to do all the running around, steering Zool while he's in mid-air and climbing the walls. The A, B and C buttons do the jumping and attacking.

- **A** Punch and fire energy blobs
- **B** Jump and bounce off walls
- **C** Perform mid-air spin attack
- **S** Pauses the game

HOW TO PLAY

Guide Zool through mazes of platforms, collecting enough bonus objects to make the exit appear. Avoid or shoot the bouncing foes.



ZOOL

Being the Guardian of Imagination, Protector of Creative Thought and Defender of Positive Action is a pretty tall order for any ant-like Ninja creature, so it's hardly surprising that Zool, the ant-like Ninja creature who is all those things in this game, was distracted from the controls of his spacecraft and ended up crashing somewhere in the Nth Dimension!

Before the crash, Zool had been on the trail of his arch-nemesis, Krool, who has been busy using his power of anti-imagination to turn previously innocuous household objects into raving assassins, Now Zool has to get through seven platform-packed plains of the Nth Dimension, collecting a quota of untransformed objects, then finding the mystical medallion which gets him to the next level.

Oh Zool hurry! It looks like Krool has even turned his anti-imagination powers on the plot of your game

THOSE LEVELS IN FULL

Zool is made up of seven levels, consisting of three stages apiece. Any of them look familiar?

SWEET WORLD

The Liquorice Allsorts are rising up in murderous fury! Leap up the melting caramel bridges to escape and climb aboard the floating Flakes on the chocolate rivers to reach the end, where the buzzing Hum-Bug boss awaits.







MUSIC WORLD

Home to thousands of living instruments... of PAIN!! Float around on brassy blasts from trumpets, and bounce on bass drums to collect the hi-fi items which open the exit.





FRUIT WORLD

Bananas! Bananas! Whole bunches of 'em! Even if they don't cause a slip-up in the midst of this world, you still have to skin the big banana boss. Beware, also, the impudent carrots and the flying peapods, obviously on holiday from neighbouring Vegetable World

COMMENT

RICH

A couple of issues ago I heavily penalised The Addams Family on the Megadrive owing to the fact that i) it's over a year old and ii) the platform action is unoriginal, tedious and dull. The same can be said for Zool. On the Amiga it was a first class game, successfully capturing the atmosphere of console platformers like Sonic the Hedgehog. The thing is, Megadrive games of this genre have come quite a way since then — this is nowhere near as good as say, Flashback, Rocket Knight Adventures or Cool Spot. At best, Zool is a very unattractive offer, especially when superior platform games (for example, Alisia Dragoon) are available for £20.00 — less than half the price of this.

TOOL WORLD

Whirling drill bits poke through the walls and disembodied axe blades drop on Zool's head. The chainsaws may be a bit toothless but they're not to be toyed with, and don't loiter near the gooey puddles which contain Zool-eating worms.



TOY WORLD

Tanks, robots, bouncing balls, marbles, dive-bombing paper aeroplanes! It's all too much to cope with... or is it?

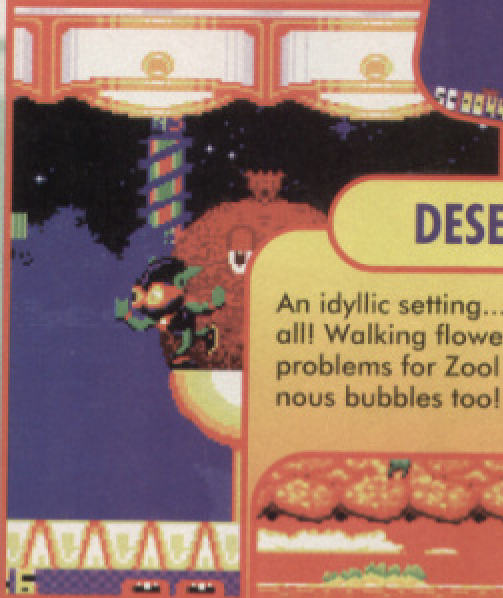




FAIRGROUND

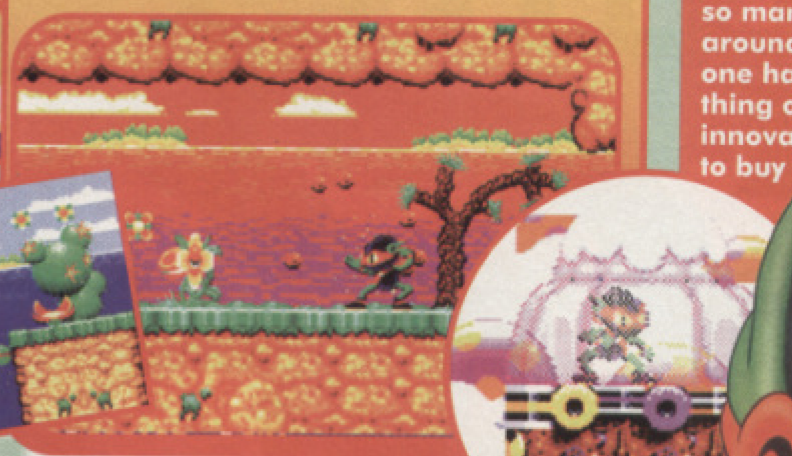
The candy floss and toffee apples sure look tasty... but they only taste of DEATH! Let the hammer and bell sideshows give Zool a lift, but beware the squashing power of the mallets!





DESERT ISLAND

An idyllic setting... for the toughest level of all! Walking flowers and evil bug critters pose problems for Zool here, and mind the poisonous bubbles too!





COMMENT



PAUL

It's not hard to see why Amiga owners lapped this up, because Zool is a colourful and fast platform game. But us Megadrive players have colourful and fast platform games coming out of our ears and even compared to older games like Sonic and Robocod, Zool, looks derivative and out-dated. Levels made up of sweets, toys, musical instruments and so on have been done before on the Megadrive in Robocod and Cool Spot so as soon as the game starts you get that feeling of deja vu. The gameplay is practically the same as Bubsy's or Cool Spot's - collect enough objects to let you get through the exit - and it's just as weak. But whereas Cool Spot at least had great graphics and music to distract you from the simplistic action, Zool ranks as average on both those counts and has nothing to make you say, 'Wow! I didn't expect that to happen!', so it's ironic that the instructions bill him as the Guardian of Imagination and 'Protector of Creative Thought'. It's not a terrible game, I admit, but there are so many similar platformers around these days, a new one has got to have something original. Zool has no innovations and no reason to buy it.



PRESENTATION 66

▲Reasonable little intro sequence, though it's nothing spectacular, and doesn't really tell you much.

GRAPHICS 75

▲Technically good, with decent parallax scrolling..
▼Nothing particularly impressive.
The Chupa Chups logos on Sweet World look pretty tacky.

SOUND 74

▲Jolly, bouncy tunes back the action. The effects aren't bad either.

PLAYABILITY 70

▲It's fast and reasonably playable.
▼The gameplay is soooo derivative, and it's not even a very interesting derivative. No innovations here at all.

LASTABILITY 61

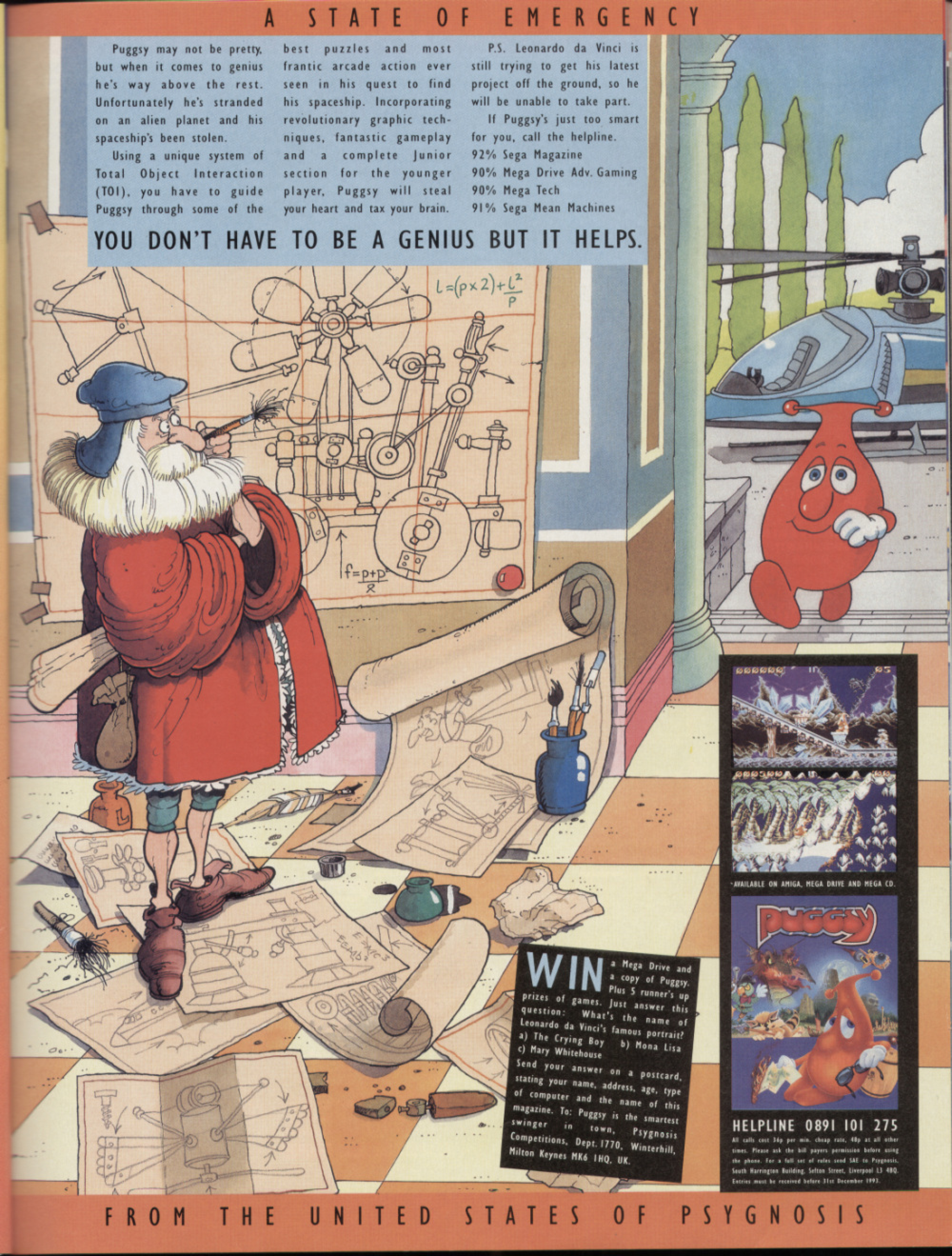
▲Plenty of stages.
▼Compared to other games, the levels are simplistic and tedious. You'll have had enough after about an hour of play.

OVERALL 67

Zool might have impressed Amiga owners, but most Megadrive players will probably already have something in their game rack which is practically the same, only a lot better.

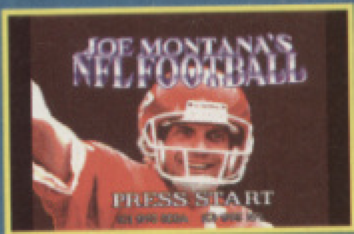
LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	□□□□□



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FROM THE UNITED STATES OF PSYGNOSIS

JOE M
NFL F



1-4 PLAYERS

PRICE	£49.99
BY	SEGA
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: SAVE TO RAM
SKILL LEVELS: 3
RESPONSIVENESS: A BIT SLOW
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

WON A GAME

ORIGIN

A translation of American Footie. Joe Montana is a mega quarterback for San Francisco.

HOW TO CONTROL

The D-pad is used to select from the lists of plays. During the game it controls one of the team characters on the scrolling field.

- **A** KICK
- **B** DIVE/ SELECT PLAY
- **C** PASS/ SELECT PLAY
- **S** PAUSE

HOW TO PLAY

Make choices from the play list given. Control a footballer to carry these plays through, and make it to the opposite end.

American Football isn't exactly the most popular game in the UK and yet somehow, the Megadrive-owning public seem to have a particular fascination with video-game representations of the sport.

Joe Montana NFL Football on the Mega-CD is the latest entry and guess what? Yes, it's presented in much the same manner as the award-winning John Madden Football. Basically, you choose a play for your team to perform in an attempt to get the ball to the opponent's end of the pitch. Score a touchdown and glory is yours! Huzzah.

The question is, can the Mega-CD's superior processing power and custom audio/video capabilities better the mighty Madden series of games?







▲ *To get this boring a screenshot takes AGES!*

JOE STICKS HIS OAR IN

In the commentary box sits the legendary quarterback, Joe Montana, replete with "million dollar arm". Between plays, he occasionally causes a monitor to materialise on the pitch and uses it to transmit vital hints 'n' tips to the player. This is displayed in full-motion video and is quite amusing.



▲ *I know they have odd shaped balls but this is ridiculous!*

ASIC SENSE OF HUMOUR

Joe Montana CD is the latest game released for the Mega-CD to make use of its impressive custom ASIC graphics chip. The chip enables the Mega-CD to perform sprite-scaling and rotation, as seen in coin-ops like Outrun and Afterburner. In this game, the entire pitch and all of the players are displayed in this mode, allowing for very realistic panoramic views of the pitch.

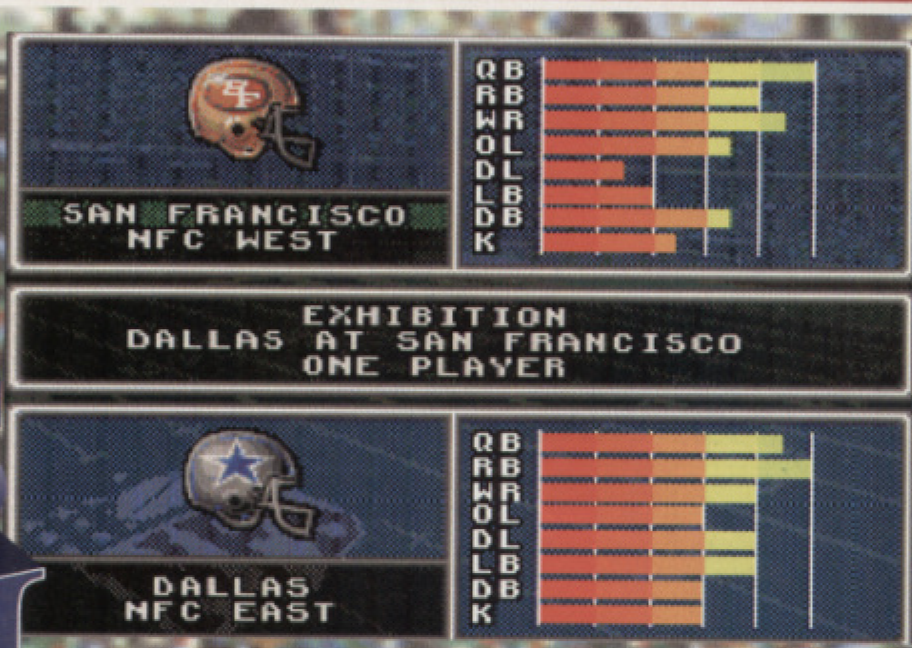


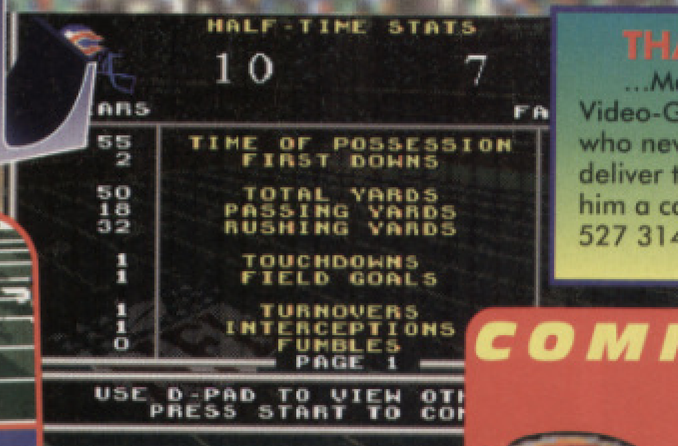


MONTANA'S FOOTBALL

SEASONED PLAYERS

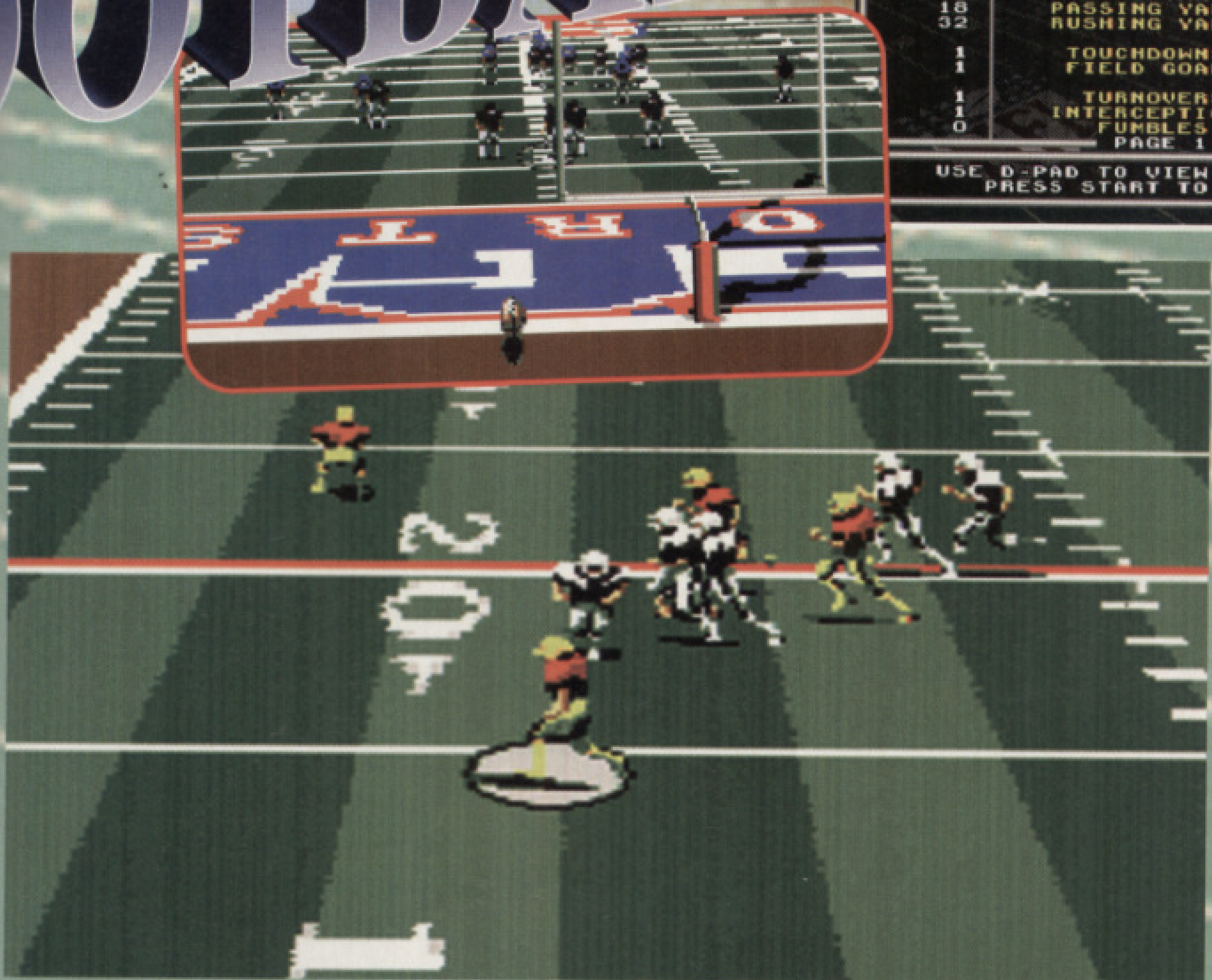
On the title screen, players elect to take part in exhibition matches or an entire NFL season. A variety of NFL teams from Dallas to San Francisco are on offer, each with their own strengths and weaknesses (some impressive-looking bar graphs are supplied here to help you weigh up the pros and cons of each team). You'll be pleased to know that on SEASON mode, you can save your progress onto the Mega-CD's built-in memory so you can leave a tournament and 'come back later'.





THANKS TO..

...Martin at the Video-Game Centre who never fails to deliver the goods. Give him a call on (0202) 527 314.



▲ *When in doubt, dive down the man hole cover and run awaaaaaay!*

NFL

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■■■□
MONTH	□□□□□
YEAR	□□□□□

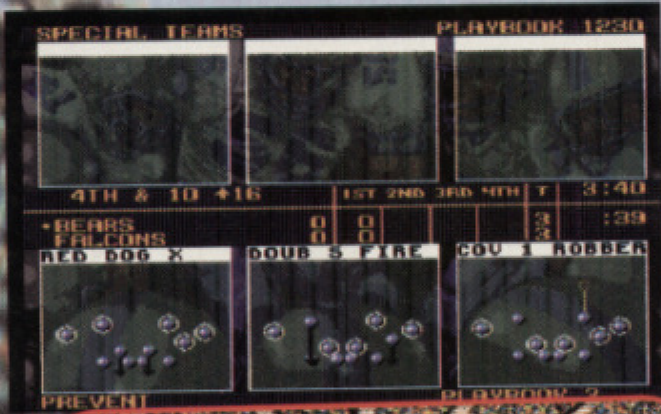
BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■□□□
REFLEXES	■■■□□
ORIGINALITY	■■□□□

COMMENT



RICH

With the Mega-CD's superb graphics and audio capabilities, this game could have been amazing. Some of it is very impressive. The graphics, although very blocky close-up move smoothly and the sprite-scaling is cool. The idea of a full-motion Joe Montana supplying you with hints and tips is also well executed. However, basically the game just isn't up to the standards set by John Madden Football '92 — which remains the best American Football sim money can buy (yes, even better than Madden '93 and '94). The gameplay here is a lot more confusing and less responsive than Madden's, making it by far the inferior game. The commentary is basically rubbish — there's always an annoying click at the end of the comment and it's all spoken as you choose a play — why not when the action is actually occurring? Overall, not a bad American Football game, but Madden '92 is better and cheaper.

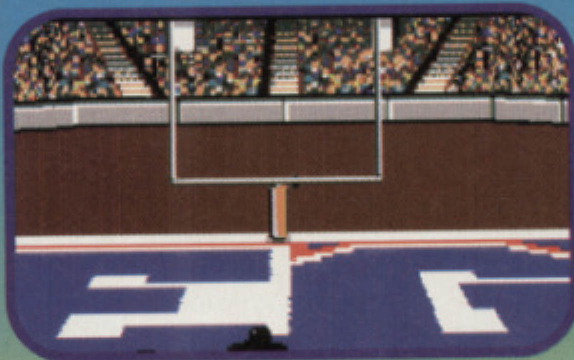








THE BASIC RULES



We don't blame you if you haven't got much of a clue about the rules of American Football. However, as you might imagine, the aim is basically to get the ball to the other end of the pitch and score a 'touchdown'. When you're in 'possession' of the ball, you have four 'plays' in order to move the ball ten yards down the pitch. Accomplish this and you're given four more plays to repeat the process. If however, you don't achieve that, 'possession' is given over to the opposing team. To quote Star Trek's own Mr Spock: "Fascinating".

COMMENT

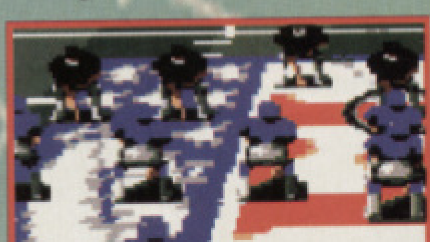


PAUL

We're in agreement in the commentary box on this one. Joe Montana deserves credit for trying to use the Mega-CD's special hardware, but the end product is still quite weak. The graphics are very blocky, jerky and prone to glitching, and worse still, the indistinct players make the game quite hard to play. A swarming mass of pixels with each play makes it hard to react and find openings. The teams themselves sometimes lurch between overwhelming standards and sloppy play, so who knows who is going to win. Another good effort is the commentary, but the amount of repetition is surprising when you consider those 500 megs the programmers had. Plus, getting it after you've completed the play doesn't have quite the same buzz. Like the previous Montana games, there's a strong whiff of disappointment. But will Madden's CD triumph yet again? Stay tooned, sports fans!

ENTER THE WINDBAGS

Mr Montana isn't the only 'professional' sitting in the commentary box wearing a stupid headset. No, two more pros are sitting there just waiting for play to finish so they can comment on it in an exciting, American manner. Funnily enough, while play is in progress, their headsets don't work. Only when a player is choosing a play are they allowed to speak. Since their combined vocabularies are evidently quite small and they make a strange clicking noise just after they stop talking, you might be relieved to learn that you can turn the commentary off.





PRESENTATION — 77

▲ The full-motion video of Joe Montana is nice...
▼ But the game's lack of options and suchlike puts this in a lower division than Madden's.

GRAPHICS — 80

▲ The pitch moves very smoothly and the sprites are quite well animated.
▼ The graphics look blocky and crap close up. No variety in pitch colour schemes.

SOUND — 70

▲ Some nice rock soundtracks on the intro screens...
▼ ...Otherwise, sound is a bit sad. The CD commentary gets boring very quickly.

PLAYABILITY — 78

▲ Nice 'n' easy to get into...
▼ ...Although the controls are not that responsive and play is confusing as a result.

LASTABILITY — 73

▲ Quite a few teams to face off against and a two-player mode...
▼ ...But only if you can be bothered to persevere with the frustrating gameplay.

OVERALL — 74

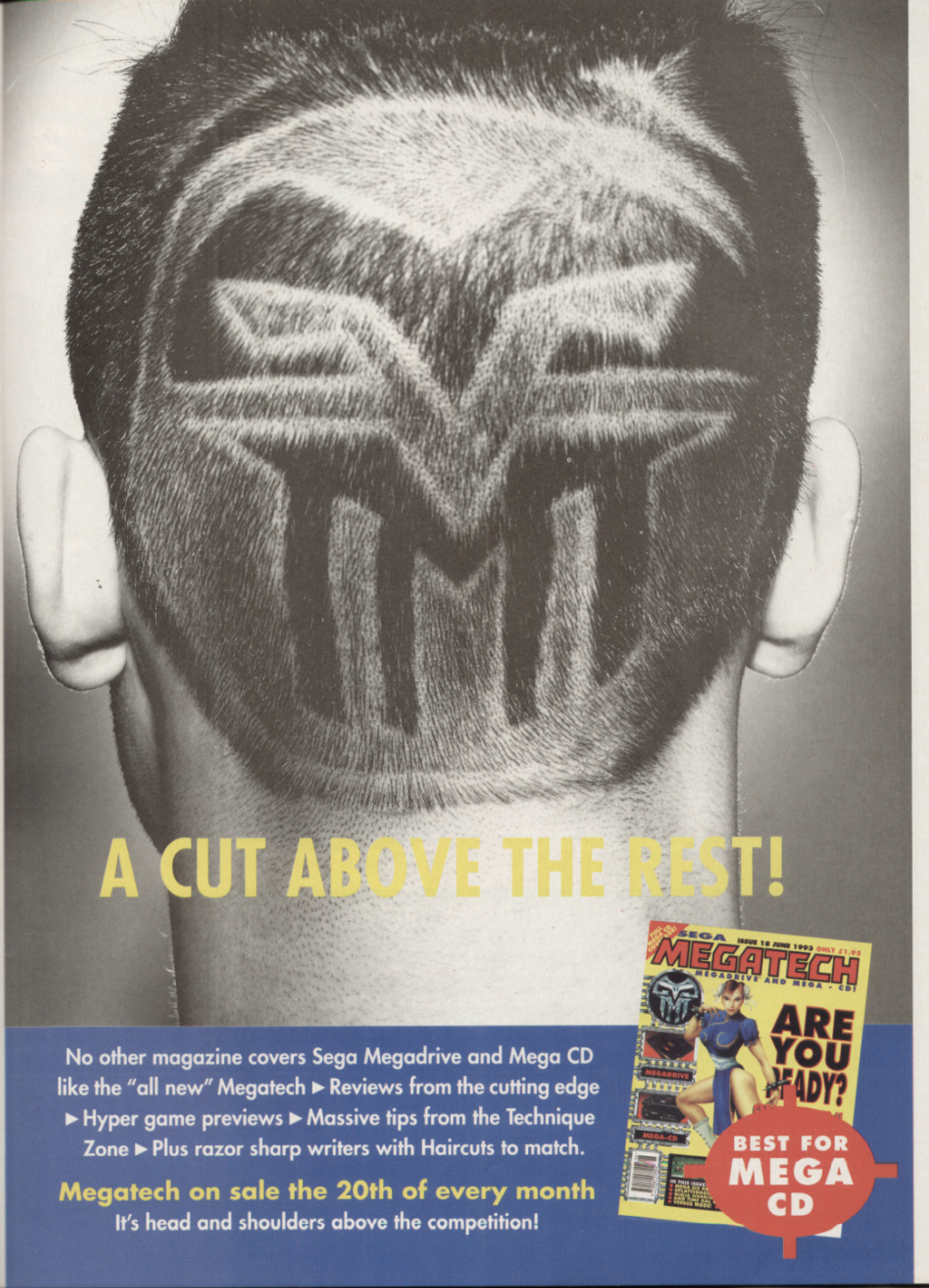
A decent enough simulation of American Football, made more noticeable by its fancy gimmicks, but John Madden Football '92 is still by far and away the superior American Football simulation



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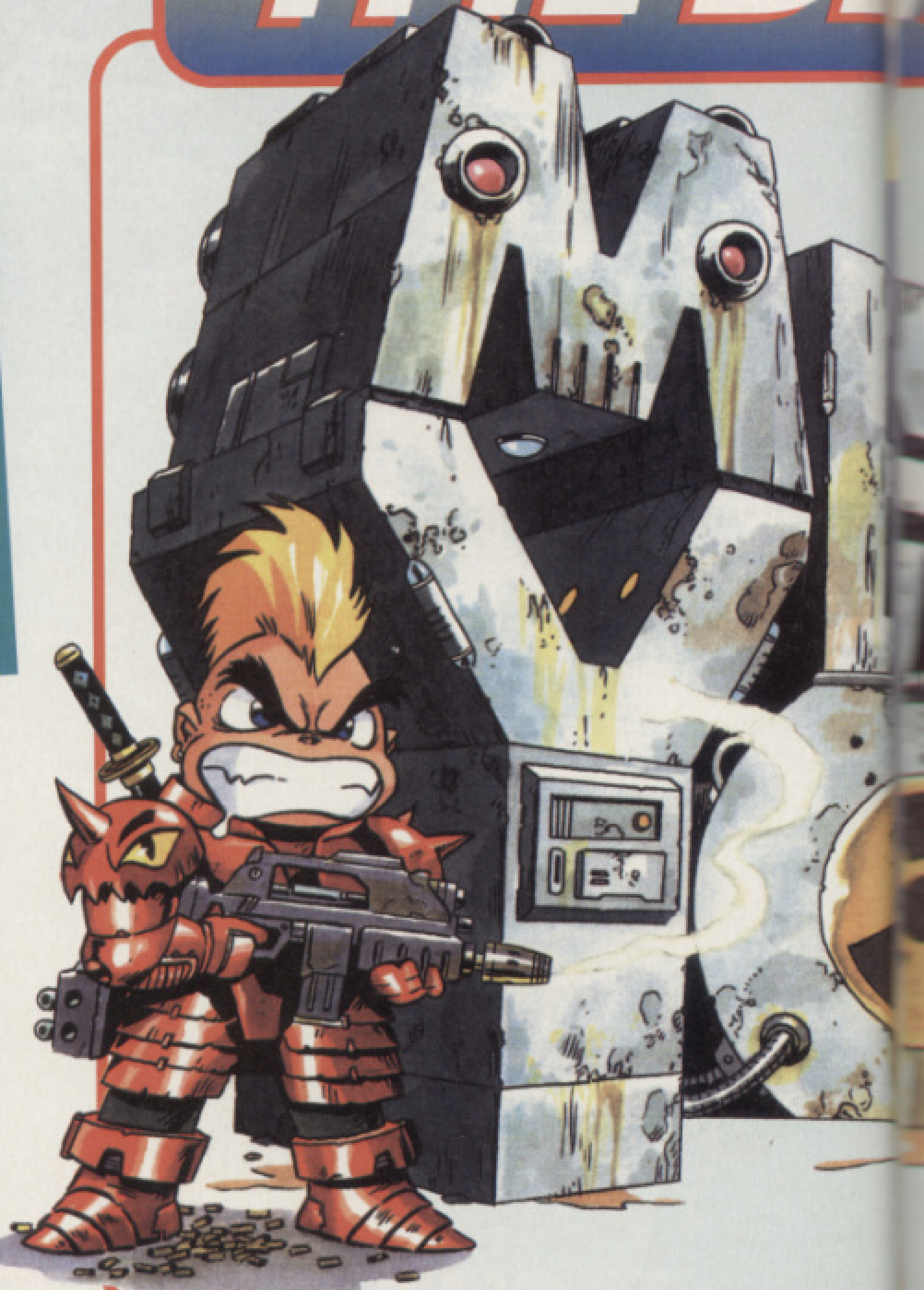
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BEST FOR MEGA CD

Love him or hate him, MEAN MACHINES' ever-popular letter-answerer always has an answer for everything. To celebrate over three years of active duty, we've decided to print the very best of his replies for your delectation, delight and offence. Read on - AND DON"T TAKE IT TOO SERIOUSLY...

THE BE



YOB ON SPORT

SNOOKER

'Apt, really, that a game about a load of balls is in reality, a load of balls.

FISHING

Who's the low-life? Lovely old me? Or some sad, perverted sadist who enjoys a 'sport' where the participant tricks poor, unintelligent creatures into swallowing large metal hooks and then pulls them out of their natural environment while the hook is still embedded in the roof of their mouths.

ANTI-GAMES REPORTING BY THE TABLOIDS

It's pure, inane drivel that should be carved on a large and very pointed slab and shoved up the author's rectum.

It amazes me that on the one hand the tabloid newspapers have screaming headlines declaring how wickedly evil videogames are and how they turn you into either a crazed loon, a raving epileptic or an unhealthy lump o' lard, yet on the other hand they all have regular videogame columns. The hypocrisy of it all is astounding...

COMMENT ABOUT THE TABLOID SCARE THAT CONSOLES CAUSE EPILEPSY

'LET'S FACE IT, THE BIGGEST FITS WERE HAD BY NEWSPAPER EDITORS, NOT GENUINE EPILEPTICS.

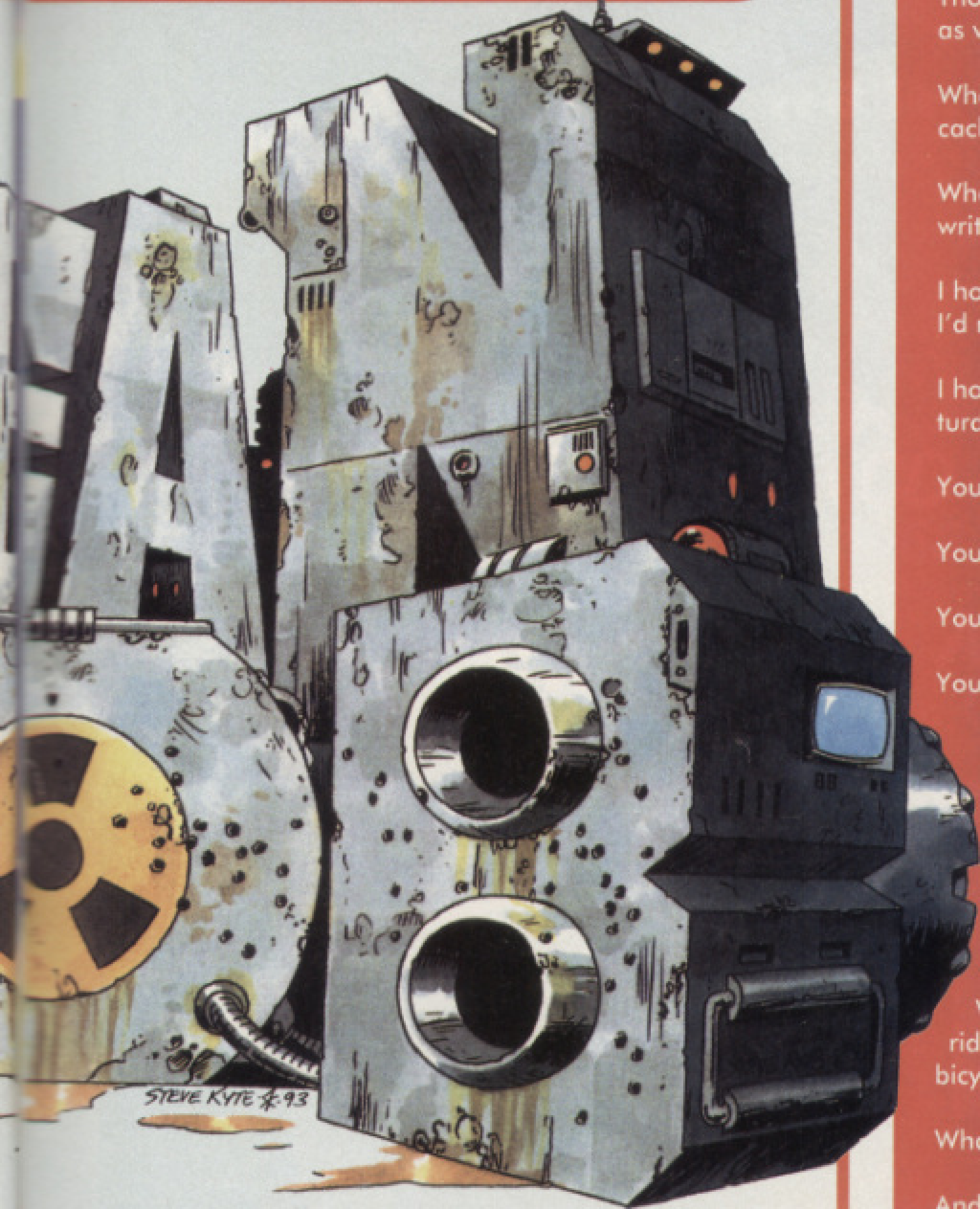
IT'S JUST THE CACKY OLD TORY PRESS BLOWING WIND AGAIN.

I THINK BOTH THE PRO- AND ANTI-GAMES LOBBY SHOULD SIT DOWN AND HAVE A MASS DEBATE.

COMMENTS FOLLOWING A LETTER FROM A. KING WHO ASKED FOR A SEX CHANGE

Okay, you are now A Queen.

EST OF



CREATIVE INSULTS

You take the 'B' out of banal.

The rest of your mates are gifted with the gaming abilities of a baboon's fart in a wheelchair being pushed around Marks and Spencers in Wrexham on a Wednesday afternoon.

Those sad, shambling, cruddy, predictable 'jokes' were about as funny as woodworm in a cripple's crutch.

What's the difference between your brain and a steaming pile of horse cack? The bucket.

What do you expect from a magazine put together by people who can't write for people who can't read?

I hope you don't choke to death on the 5p piece in your Christmas pud. I'd really be upset. Honest.

I hope Santa brings you exactly what you deserve. A sackful of steaming turd.

You're about as funny as a one-legged man in an arse-kicking contest.

You're about as funny as a leper in a wind tunnel.

You're about as funny as a bout of diarrhoea in a space suit.

You're more stupid than a mad cow with mad cow's disease.

Addict? More like a dick.

You're a baboon, sir, and I recommend you take your PC, sit your large, red, monkey ass on it and scratch your armpits while making loud whooping noises.

Gosh. You're illiterate as well as stupid.

Who indeed is wrong? I can only say it is you, you festering vomit-ridden, pin-headed, scabrous, bed-wetting, imbecilic, donkey-loving, bicycle seat-sniffing waste of human space.

What a shining wit you are. Or should that be whining s...

And where does that leave you? You're even more stupid than the people you're complaining about 'cos you're complaining about the letters complaining about the letters in the first place. Sukkaaaaaah!

And yea! Jason's sphincter opened and there was a loud trumpeting and rumbling! And the citizens of Dewsbury shook their heads. For it was clear that Jason didn't understand about the way the Mega-CD works. And then the skies opened and on a shining sunbeam, YOB descended and said unto Jason, 'I can't be bothered to explain to you because you're obviously far too thick to understand even if I did, so perform a reverse bowel movement with a frozen black pudding and get thee gone'.

You walk like John Inman's trousers.

The only job you're likely to get is the one you can fish out of the lavatory pan.

Do you realise if we woke up to reality, you'd no longer exist. Frightening isn't it, you disposable anal spatula.

The only substantial mistake made was when your parents decided not to use a contraceptive.



MEDICAL ADVICE

I suggest you get your ears syringed. And ask the Doctor for a large Barium enema as well.

Ooooh! You're a feisty one and no mistake. Have you a problem with high blood pressure? Or have you just eaten something containing loads of E numbers?

You can't draw. You can't write. What kind of remedial are you?

Send him down to St Wayne's Hospital for the Anally Retentive and tell him to ask Bernie "No Vaseline" Brown for the rubber glove treatment.

NAME PLAY

LETTER FROM DEREK THE DOORMAN

'Surely you should be called Derek the Backdoorman.'

LETTER FROM PAUL MINSON

'Are you called Minson because you're always mincing about like the gay fellow you are?

LETTER FROM BEN WALKER

'Are you sure you haven't spelled your surname wrong. I'm sure one of the letters should be an 'n'.'

LETTER FROM MATTHEW REID.

Did you know your name was an anagram of Mat the Weird?

LETTER FROM GREENPEACE

'You can just Peace off.'

LETTER FROM PAUL CRAWFORD

At least my name isn't an anagram of draw foul crap.

LETTER FROM KEITH WELK

Keith Welk? WELK? If I were you "Keith" I'd definitely stick to calling myself Garg the Destroyer.

LETTER FROM CHRISTOPHER PLANT

'Did you know your name is an anagram of Halt! Pro Sphincter!

INTERESTING DIRECTIONS

On your bike, chum. And take the saddle off first so you can enjoy the ride that little bit more.

Go pee on an electric fence.

Tell your friend to go suck a bull's udder.

Shove off and pull yourself a couple of hand shandies.

Roll out the red carpet for Alex J Golledge, Upminster's finest citizen. And make sure you roll it right over his head.

Suck on that you apathetic donuts.

You've got two choices: throw yourself into the local bill-abong or comfort yourself by having a good play with your digeri-do.

Why don't you ask a less obvious question like 'Should I take my trousers down before having a cack?'

Spawn of the devil's trumpet get thee gone.

I need decent letters to inspire me to greatness, and on recent form they've been about as creative as Nintendo's new ad campaign. Ninfantile. Nincompetent. Nincompoops...

BUYING GAMES ADVICE

Always look at a game before you buy it 'cos you never know when there's crap in the box.
If you're not allowed to playtest games before you buy them, wave your wad at the shop keeper and tell him to perform a reverse bowel movement with the game you intend to buy.


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Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.
Images Jan

I saw this butcher's van going down the road the other day with the slogan 'You Can't Beat Our Meat' written on the side.

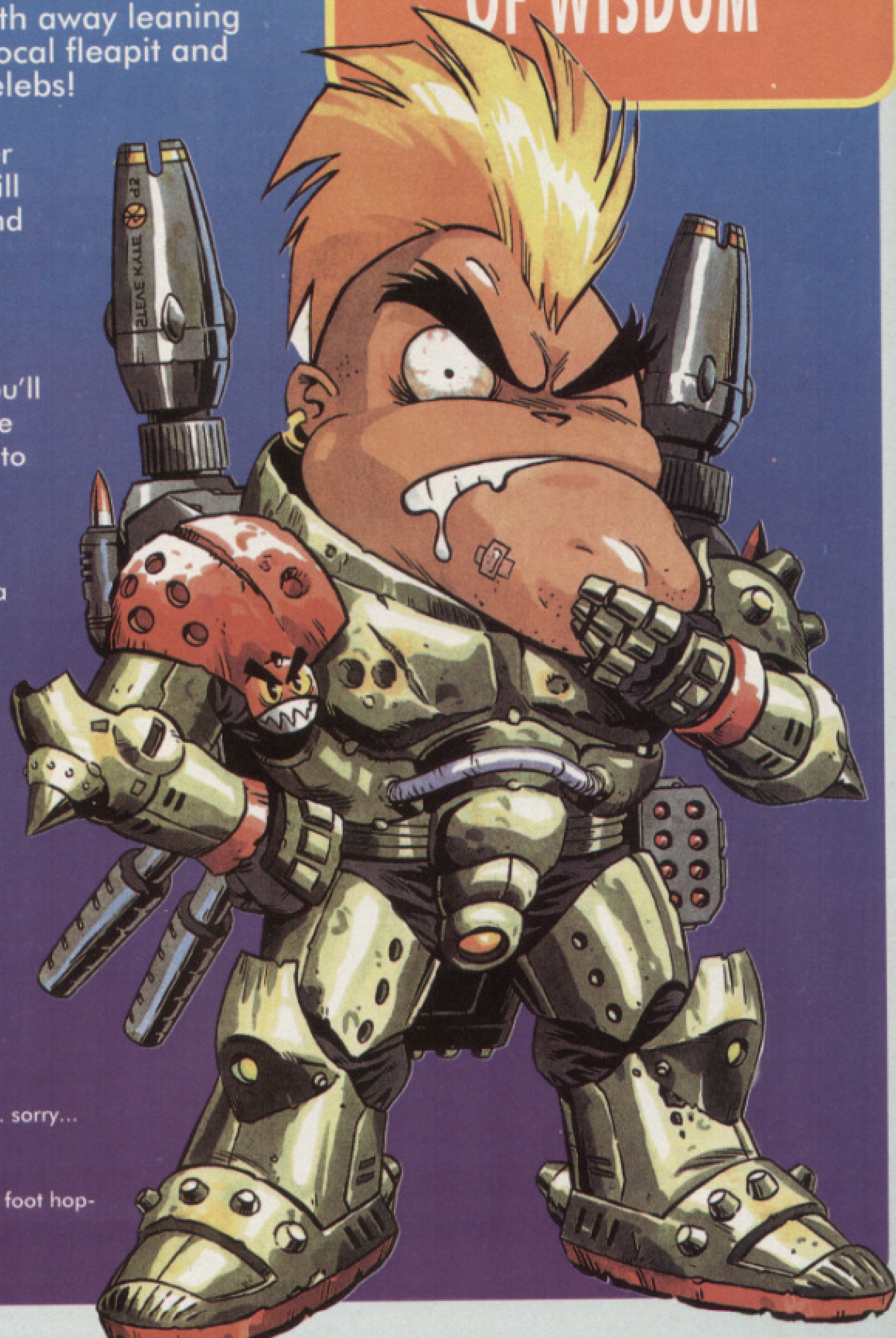
It's not what came first, the chicken or the egg. It's who.

Okay, let's say I don't exist. Therefore you wrote a letter to nobody. That means you must be completely mad.

ASSORTED WORDS OF WISDOM

Your Robert Maxwellesque money-making attempt has been sunk faster than the fat boy himself.

Look at all of us. Tiddled our youth away leaning against arcade machines in the local fleapit and then - bingo! Mega publishing celebs!



Forever in the shadow of his brother Mario, perhaps one day Luigi will kill his brother off in a fit of jealousy and we'll have a new game - Super Mario Brother: Escape From the Murder Squad.

If you study hard enough at English you'll learn the ability to showcase your quite reasonable thoughts in such a way as to not disprove them by being a case in point.

We're currently looking into giving away a free smacked bottom with every issue.

Lumme Ms Shelly's certainly stirred up a hornet's nest. Now she can sit on it.

Your English teacher sounds very strange to me - you know, the sort of person who likes to be the hind end of a pantomime horse parading about on the Yorkshire moors waiting for James Herriot to stick his... er excuse me. I was getting carried away there.

It's called creative media advertising. Or in Peter and Jane Book 2A language: look good and make fun on telly.

When you're ready for a job, go to the toilet... er... sorry... scatological mode automatically activated.

That's about as hard as winning a 100 Yards right foot hopping racing against Christy Brown.

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GAME DIFFICULTY: TOUGH

1ST DAY SCORE

64280

ORIGIN

Aero is a new character devised by Sunsoft whose exploits are based on the circus.

HOW TO CONTROL

Pushing left and right on the D-pad has Aero run in those directions. Push up to have him climb ropes and ladders; down to have him climb down and also crawl along the floor.

A Aero throws stars.

B Aero jumps.

C Aero hovers to take a look around.

S Starts and holds-up the show.

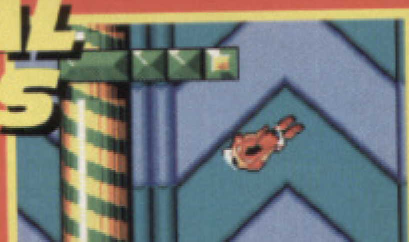
HOW TO PLAY

Take control of an Acro-Bat named Aero enabling him to perform circus tricks with the aim of confounding the plans of the Evil Edgar Ektor.

AERO THE ACRO-BAT



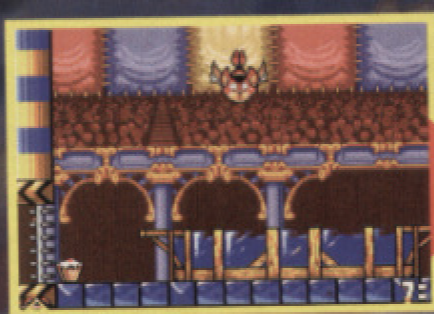
CELESTIAL BEATINGS



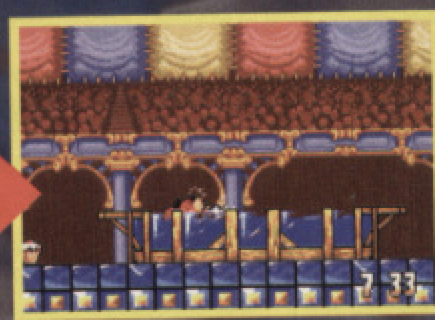
For the most part Aero enjoys crushing his enemies by spiralling onto them with his Drill Attack. He's safer by far, however, when blinding them from a distance with stars. His supply is limited though so keep an eye out for replenishments.

As a circus acrobat Aero is accustomed to having his world turned upside down. This is lucky because an evil character named Edgar Ektor plans to destroy Aero's successful career by setting up a series of deadly devices to fell his foe! However, confronted with every variation of circus apparatus known to the big top, Aero presumes the whole charade is intended for his delight and promptly sets out to enjoy himself, bearing in mind to thank whoever is responsible.

He's got it all wrong of course and Evil Edgar Ektor will stop at nothing to encourage Aero's doom. With such conflicting points of view anything can happen! As the batty brave one prepares for the ride of his long-eared life Sunsoft invite one person to ride the swinging trapeze and get shot from the mouth of a cannon with him. Stand by for the 'The greatest show on the Megadrive' (allegedly)! Roll up — Roll up!



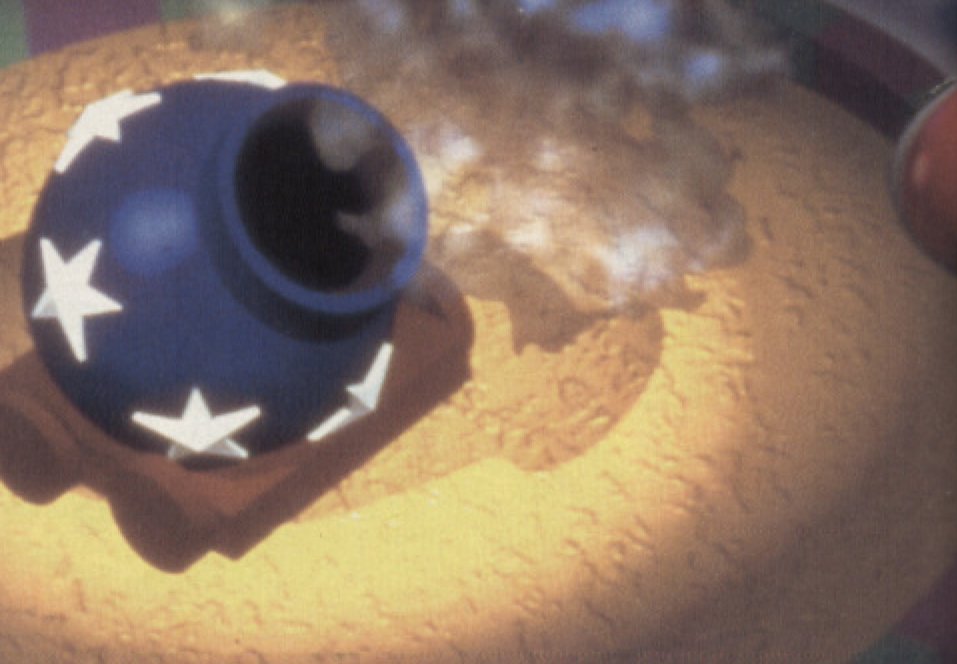
▲ *Aero demonstrates his graceful dive into a very hard thing...*

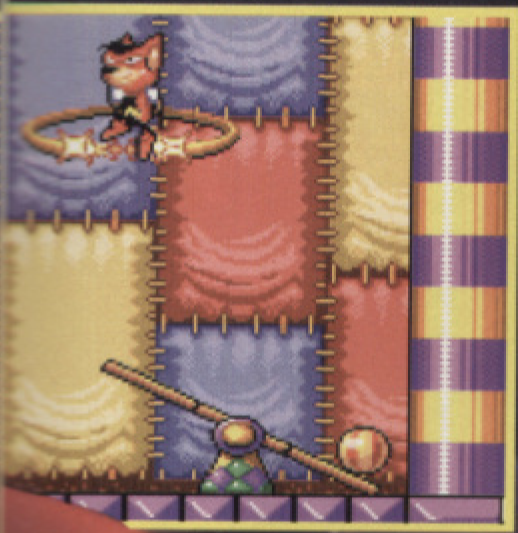


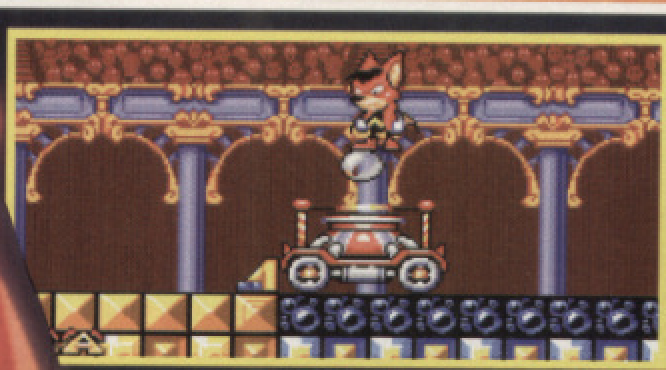
▲ *...and finds that it flippin' well hurts. Ooooouch!*

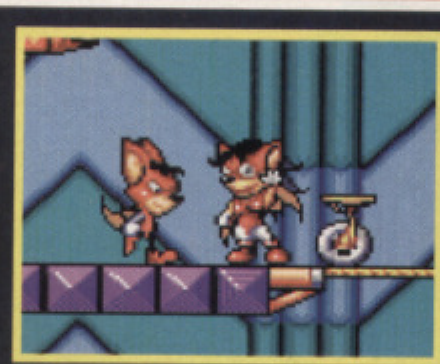


▲ *Don't jump through blazing hoops at home kids, it's bleedin' stupid!*







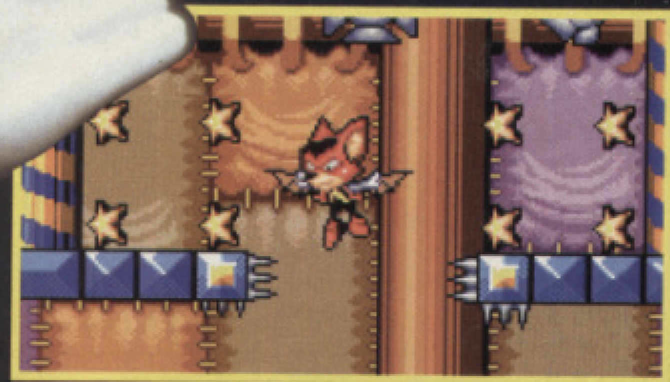


▲ *If you want to sit on that to get your kicks, bat-face, go right ahead!*

ACRO-BATICS

Aero aspires to keeping himself airborne. This practice is not without its hazards though so thankfully assistance is never far away. Help arrives in many guises:

Super-Fly Guy: Helpful items are stashed in various hide aways. *Aero-Wings* enable him to fly into the uppermost reaches of his surroundings.



Screwy Caper: Collecting *lightning* icons gives rise to Aero's ability to perform double-jumps when in mid-air. With this power he may vault over to previously inaccessible ledges.





Trouble chute: Aero's frail body doesn't withstand heavy falls too well so the availability of a *parachute* is a live-saver when falls from great heights are necessary.



COMMENT

PAUL G

I've got to disagree with m'learned friend here. Everyone who saw Aero the Acrobat at the Chicago CES reckoned it was the hit of the show, but that must have been the Super Nintendo version because the cartridge I plugged into the Megadrive was a run of the mill platform game with very mediocre graphics and gameplay which is reasonable but hardly grabs you by the gonads and pulls. There are some nice touches to it, but I found myself getting frustrated with niggly things like indestructible clowns and that tended to overpower my enjoyment of the game. In fact the whole thing reminded me of Bubsy the Bobcat — a sort of semi-good game, with a few faults too many keeping it out of the Megadrive Games Big League.

▼ *Games action ahoy in this action packed screen shot*





COMMENT

PAUL

Though Aero makes his debut trapped inside a platform game he has some refreshing ways of making the most of this predicament. Controlling him is occasionally too exacting for comfort but Aero's action-oriented character makes for a surprisingly cool game. In most platform titles players are given some opportunity to familiarise themselves with the hero, but not in this one! Aero's environment immediately poses problems and while danger isn't exactly pressing it's there waiting for the first clumsy mistake. As the game progresses reactions are tested to the limit. The one factor that spoils the show is the continue restart-point: After carefully attaining a latter stage of any given world and losing all Aero's lives the player is returned to the very first stage of that world — how annoying! In spite of this and there being some extremely hard acts to follow on the Megadrive, Aero's spectacular performance ought to catapult him into the top ten at least.

LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■□□
ACTION	■■□□□
REFLEXES	■■■■□
ORIGINALITY	■■□□□

BALLOONATIC!

Our heroic dare devil makes good use of the circus apparatus available to him — trampolines to bounce, the swinging trapeze to get from one ledge to another and see-saws to propel him skywards. Most daring by far, is Aero's human (or bat) cannon-ball trick. Just about the safest form of transportation available to Aero are the balloons he occasionally encounters but these, he believes, are for sissies.





You don't have to be bats to do this, but it helps!



That's one way to make a patchwork quilt!

THANKS TO...

...George at ICE Distribution for the loan of the review cart. He may like Morrisey but that's living in Yorkshire for you! Phone him on: (0302) 340079.



Games action ahoy in this action packed screen shot

PRESENTATION 77

▲ Aero's snappy persona fills every available gap.
▼ There are no gameplay options other than control customisation.

GRAPHICS 83

▲ Lots of rich colours, great animation and lots of variation.
▼ Some of the enemy sprites are disappointing and small.

SOUND 81

▲ A pleasing selection of decent spot effects, more than the Super NES in fact.
▼ Though impressive at first the music becomes quite annoying.

PLAYABILITY 81

▲ There are plenty of new ideas and a fair amount of challenge too.
▼ Some may find the exacting nature of the gameplay a bit of a strain.

LASTABILITY 79

▲ Loads to explore and the game is guarantees a long-term challenge.
▼ A lack of real freedom means you're unlikely to go back for more.

OVERALL 80

A great new platform hero for the Megadrive who guarantees a few surprises but may not be everybody's cup of tea.

PLAYERS	
1	PRICE: TBA
	BY: PROBE
	RELEASE: JANUARY





DESERT SPEEDTRAP

Starring Road Runner and Wile E. Coyote

Aaah, welcome to The Living Desert. All manner of life thrives in these arid, hostile conditions: scorpions, cacti...er, Road Runners...um, intelligent coyotes. Yes, these two remarkable species show the quirkiness of evolution. One is like an ostrich, which has developed a mating cry like a car-horn, and gets a good 56 miles to the gallon: [Roadrunneris Speedius]. The other one has evolved in such a way as to employ tools in his predator behaviour [Coyotus Stupidus] (which he buys mail-order from the Acme company). Step into the lives of these two strange creatures...







PECKER UP

The bowls of seed are essential supplies, but Coyote has booby trapped some with bombs!



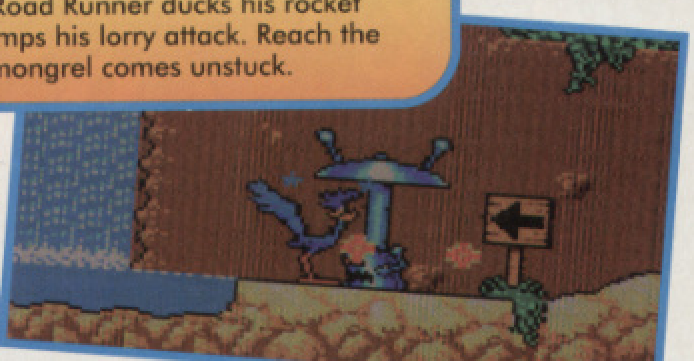


TOO LITTLE TIME

With an animal like the Road Runner to control, the emphasis is on speed, as much for necessity as choice. He's under a strict time limit but can regain time by picking up stars which are each worth an extra second. Running out of time costs a life.

BAD ACME

Every third round you face Coyote in a strange contraption. Road Runner ducks his rocket attack and jumps his lorry attack. Reach the exit and the mongrel comes unstuck.



SOMEWHERE ELSE

You may come across a strange silver mushroom in the desert. This warps Road Runner to a secret location, filled with stars. However, an alien guards this mysterious landmark.

COMMENT



LUCY

There's not much to Road Runner, but it's still an enjoyable little game. The action moves very fast and is demanding, partly because of the tiny area shown on screen. The neat graphics save this from being a turgid platform rehash, and Probe have made it all quite jolly. Not bad for the Game Gear.

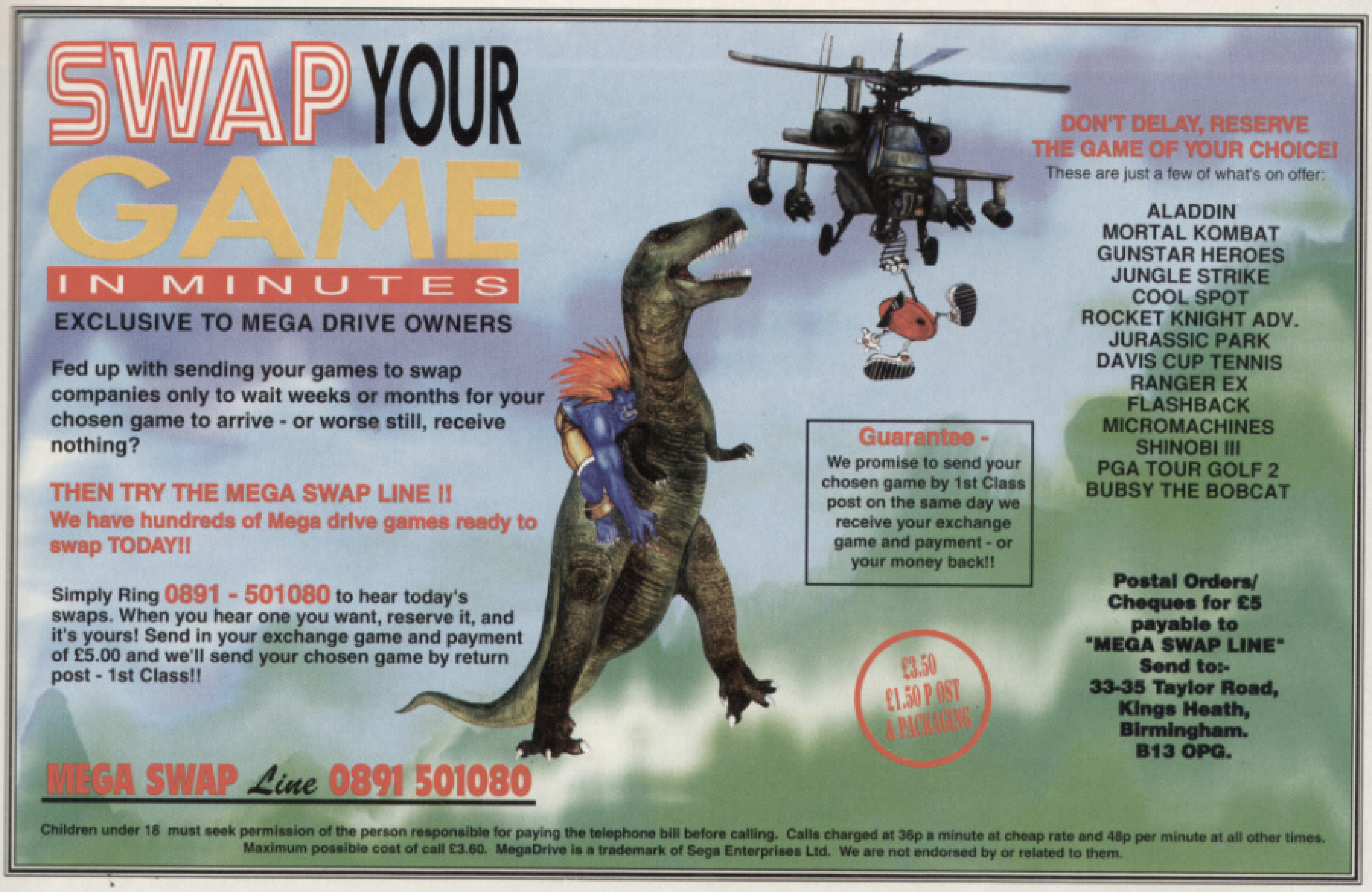
COMMENT



GUS

C-rash! Road Runner has clearly recognisable characters so if you're a fan of the cartoon and the assorted antics of Wil E Coyote you'll greatly appreciate this and although it's yet another platform game it's fast and nice-looking and well worth

PRESENTATION	72	TThree skill levels and some nice cartoon shots.
GRAPHICS	78	Small but good characters and the desert graphics work fine.
SOUND	74	Pretty weedy music, but the sound FX seem to suit the game .
PLAYABILITY	79	Initially quite off-putting with tricky control, but it grows on you.
LASTABILITY	73	Not a vast amount of levels, but this is a fun game to sit with.
OVERALL	77	Another platform game for the handheld, but Road Runner is no waste of anyone's time.


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"SENSIBLE SOCCER — MAGNIFICO!"
David Platt
(Byfleet)
SONY IMAGESOFT



PLAYERS	1
PRICE	TBA
BY	ACCLAIM
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: OK
GAME DIFFICULTY: ROCK HARD

1ST DAY SCORE

80,000

ORIGIN

Based on the Super Nintendo game which is based on the long-awaited third instalment in the Robocop movie series.

HOW TO CONTROL

Standard platform shoot 'em up controls apply. Use the D-pad to walk around the landscape and hit the buttons to jump and shoot.

- **A** Switch weapons
- **B** Fire
- **C** Jump
- **S** Starts and pauses the game

HOW TO PLAY

Guide Robocop around the platform levels of Old Detroit, blasting away at OCP's thugs and their defense robots with whatever weapons you can find.



Boy, those stinking Omni Consumer Products guys are real money-grabbing gits! After all their troubles with the Robocop project, OCP have finally got around to building Delta City on top of derelict Old Detroit. Trouble is, they forgot that there were people still living in Old Detroit, and those people don't really want to be kicked out of their homes, even if they are a bit run-down. But do OCP care? They do not. Seeing as these folks won't move, OCP have hired in the local gangs of heavies, armed them to the teeth and told them to evict the inhabitants by force.

Robocop, public-spirited soldier of justice that he is, has decided to turn against his old bosses and 'Protect The Innocent' by marching into Old Detroit then Gunning Down The Guilty. For this purpose he comes armed with his pistol and gets to play with any weapons he finds on his travels.



▼ *Me and ma brother are gonna get you.*



▲ *kill him my seagull cyborgs.*



▲ *I live!*

COMMENT



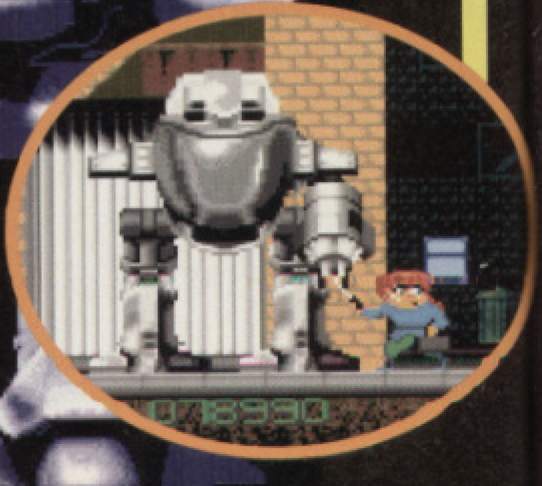
PAUL

I feared the worst as soon as I started this game and witnessed the deformed Robocop sprite which is decidedly top-heavy and walks as if he's got something brown and nasty sliding down the insides of his tin trousers. The iffy graphics are a constant feature of the game, but the worst thing about Robocop 3 is the difficulty level, which is way over the top, even on the easy setting. In many cases you simply can't avoid getting shot. It gets particularly frustrating on later levels, because he simply can't fire bullets fast enough to take out all the thugs before they nail him. Compared to Robocop vs Terminator this looks decidedly feeble.

WHERE ARE YOU ROBO?

Yeah, what ever happened to the third Robocop movie, eh? Well, Robocop 3 has actually been made, and it was originally scheduled for release in 1992 but when the film makers, Orion Pictures, went bust it vanished into movie limbo. The rights to the picture were bought up by another company so it will still be released, though when is unknown.
When it does come out it should be more accessible than its 18-rated predecessors as the violence aspect has been heavily toned down in favour of a less restrictive certification which should mean a wider audience.





▶ *It does go through a lot of batteries.*



COMMENT



LUCY

There's nothing worse than a mediocre game and Robocop 3 falls into that category quite neatly with its sub-standard graphics, repetitive and much-too-hard gameplay and naff sound effects. I love a good blast more than anybody and I hate games that you can sail through with no real effort but there are limits — Robocop quite resoundingly breaks them as you're faced very early on with so many enemies that Robo can't possibly shoot them all. If the actual gameplay was dynamic enough you might want to persevere. But it isn't and I didn't and I sincerely doubt if any of you will either.



GUNS & AMMO

Robo starts the game with a puny single-shot automatic pistol. In fact it's so puny that it takes three or four shots to knock down one of the unarmoured thugs on level one. Better weapons lie ahead, and once he's picked up a new gun he can switch between his armoury at the press of a button. Don't expect infinite ammo, though. Bullets need to be picked up where you see the icon, and if you run out Robo has to fight with his bare fists! Anyway, here's what's on offer.

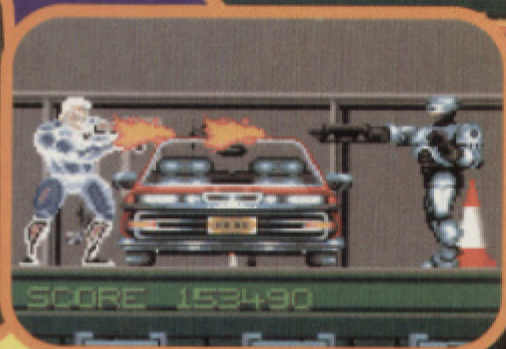
3 WAY: Fires forward and diagonally up and down. Good for dealing with baddies holed up in the upper storeys of houses.

LASER: Launches a powerful beam of destructive energy which doesn't do robot foes or armoured enemies any good at all.

MISSILE LAUNCHER: Launches missiles, unsurprisingly. They don't home in or anything, and they're about as powerful as a laser.

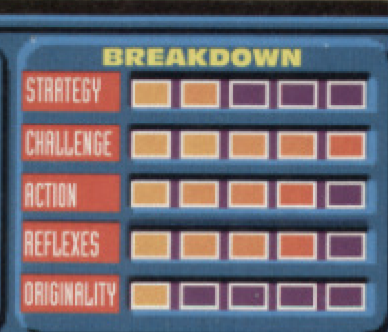






FLAME THROWER: Shoots a short-range burst of heat which incinerates anything in the vicinity. More powerful than a laser and better for close-in combat.







PRESENTATION 79

▲ Good selection of options and moderately attractive set of Robo-art title screens.

GRAPHICS 52

▲ More colourful than you might expect.
▼ Many of the sprites, most noticeably the Robocop sprite, look very amateurish, and the animation is not the best either.

SOUND 70

▲ Pretty funky music, particularly on the first level.
▼ The sampled effects sound very rough.

PLAYABILITY 56

▼ Rock hard to the point of frustration. Robo often has no chance of avoiding bullets, even on the easy levels.

LASTABILITY 50

▲ Well, it's certainly challenging!
▼ So challenging that you may well give up after a couple of hours. Those graphics don't exactly lure you onwards.

OVERALL 52

An insipid shooter with a ridiculous level of difficulty. Let's hope the Robocop 3 movie isn't as feeble as this game.

1 PLAYERS	PRICE £39.99
	BY ACCLAIM
	RELEASE DECEMBER

T2 JUDGEMENT DAY



◀ Face to face with the T1000.



▼ "I'll be cack!" And he's not joking!



▲ Artistically programmed to hide Arnie's bitz!

Yesterday, sometime in the future, a man who in 1984 isn't even born yet sent/ is sending a man, who tried/ is trying to kill his mother, back to the present day for the sole purpose of protecting/ having protected himself from an assassin...Eh?

This is a twisted tale to swallow yet it's the basic plot behind 1992's spectacular sci-fi movie: 'Terminator 2'. The story is now being retold on the Megadrive in Acclaim's 'T2: The Movie'.

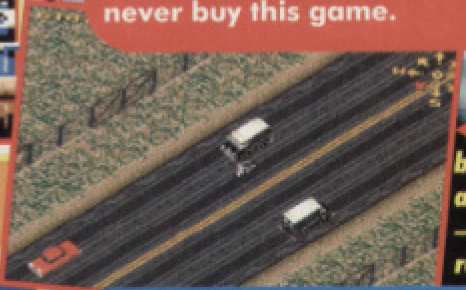
In this platform / exploration game, one player leads a model T800 Terminator as it locates and protects future hero John Conner. Danger comes from a model T1000 Terminator intent on killing the youth.

COMMENT



PAUL

Ramming a brick into the brain would provide more pleasure than playing this game — it's sheer mental torture! The graphics are dreadful and this cart is to playability what a three-month kipper is to environmental concern. It stinks! Players only need experience the T800's failed attempts at striking an enemy down even when standing almost on top of them to realise just how poorly the game plays. The motor-bike scenes are utter trash — whoever heard of a bike speeding in reverse? Rather than count sheep at night I now count the reasons why people should never buy this game.



◀ Arnie bikes alon at speed — in reverse!



◀ Arnie tries the old 'look at that amazing thing behind you' trick. Like this game — it doesn't work!

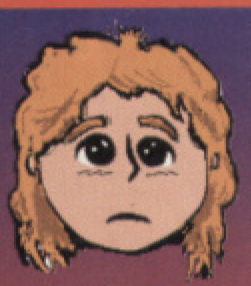
GUNS AND POSERS

The T800's first mission involves bashing up gangs of bikers at a seedy truck stop in order to equip itself with ammunition and find John's address. The game later adopts an overhead view of our motor-cycling neighbourhood T800. After finding John Conner's home the scene reverts to the platform type scenario. And so it goes on with the platform section/ driving section pattern repeating itself over and over as the superior T1000 is kept at bay.

FUTURE WARES

One of the main aims running through the game is to collect objects from the future because only with these can the doom of the future world be halted (yeah, we all remember *that*. from the film don't we?). Only when Termie has collected enough from each level can he progress.

COMMENT



LUCY

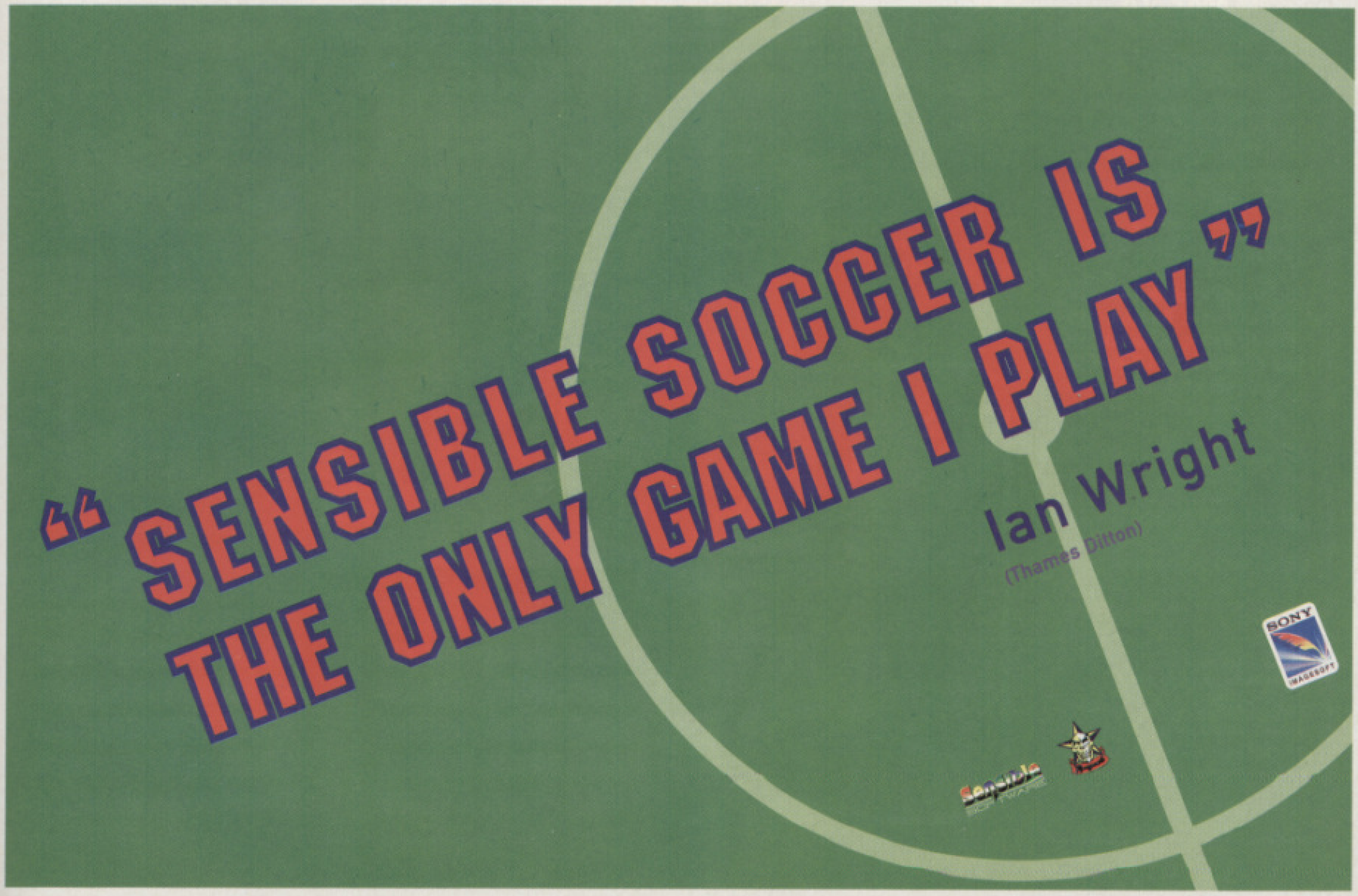
Dire, awful, dreadful, utter pap... pick an adjective, any adjective as long as it means the pits of the earth, and apply it liberally to this game. Graphically a joke, a shambles on the playability front — Termie jumps like a constipated bunny and hits like a baby and the motor-bike sections are atrocious as you bounce about like a ping pong ball, usually in reverse. I could go on and on but suffice to say, Acclaim has got to be barking to let something like this out because it is quite simply, the worst Megadrive game I've ever seen.

▶ They may be carrying cues but they don't have pool in mind





PRESENTATION	**39**
Neat opening presentation and the digitised stills.	
GRAPHICS	**16**
Utterly tragic — a child could almost certainly do better!	
SOUND	**23**
Rotten psuedo-techno trashy music backs some equally sub-standard sound effects.	
PLAYABILITY	**14**
The gameplay is so poor it's not funny.	
LASTABILITY	**12**
Prolonged exposure to T2: Judgment Day is bad for the health.	
OVERALL	**15**
An outright disaster for Acclaim who ought to bin this title before anyone notices it exists.	



"SENSIBLE SOCCER IS THE ONLY GAME I PLAY"
Ian Wright
(Thames Ditton)
SONY IMAGESOFT



1 PLAYERS	

PRICE	TBA
BY	MICROPROSE
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 4
RESPONSIVENESS: OK
GAME DIFFICULTY: EASY

1ST DAY SCORE

15,000 GOLD

ORIGIN

Pirates was an old Microprose game for C64 disk drive. Amiga and ST versions followed. This is an updated edition.

HOW TO CONTROL

The D-pad turns the ship left and right. On land, characters are moved in four directions. The D-pad also controls fencing moves.

- **A** SELECT/ FIRE CANNON/ STAB
- **B** DESELECT/ HOIST SAIL/ SLASH
- **C** SEE CAP'N'S CABIN/ PARRY
- **S** PAUSE

HOW TO PLAY

Pirates Gold is an ongoing strategy adventure. Go round plundering ships and ports, to achieve a good pirate reputation.

Pirate





England in the late 16th century. The fair queen 'Liza is enjoying her glorious reign. The great enemy, Spain, has been scorched, and those other untrustworthies, Holland and France, are keeping their heads down. Now's the time for adventure in the Caribbean, the well-fingered corner of the vast blank page that is the New World.

This short hundred years is the Pirate's century. With the tacit approval of island governors, he does things for Her Majesty that the navy wouldn't dream of. And there's something in it for him: money, ships, women, and of course adventure. Take to the seas off the Spanish Main and live the life of a renegade, a cut-throat, a hero.





▲ *You can't go wrong with a ton of Chicken McNuggets!*

All at Sea

When you're at sea, your ship (or fleet) is viewed on a large scrolling map. This takes you from port to port unless you encounter another ship. When that happens, the crow's nest tells you what ship type and what country's colours are flying. You may choose to hail them for news, sail away or fight. Watch out for bad storms or treacherous reefs when you're sailing.

Other useful stats when you're under sail are found in the captain's cabin. Your crew's temperament is important, ...ers according to the amount of food, ...and action they're getting. Your ...utation, along with your health ...at the authorities think of you is





LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■■■■
CHALLENGE	■■■□□
ACTION	■■□□□
REFLEXES	■□□□□
ORIGINALITY	■■■■□



Pass the Port

There are several ways of entering a port when you get to one. If it's a 'friendly' port, and you enter peacefully, you're presented with the main street. Walk into any of the following buildings:



▲ ***Robert Maxwell yesterday!***



BANK

Here you divide the booty between your retainers. This keeps them happy and loyal — if the shares are good.



HARBOUR

This is the place to sell ship or cannon, or have repairs done.



TAVERN

This is the starting point for many an adventure. The tavern has news, and it's the place to gain secret information and hire new recruits.



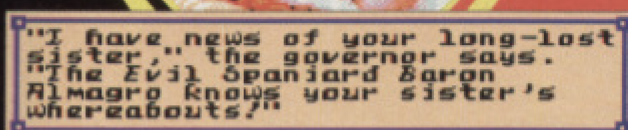
GOVERNOR'S MANSION

The Governor may give you a special mission, a commendation for attacking the port's enemies or he may even introduce you to his spinster daughter...



SHOP

The shop buys and sells three commodities: Food, Sugar and Goods. You need food for your ship, but as prices vary from port to port, you can make a profit by shrewd trading in the other two.



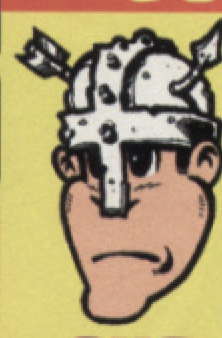
Ship to Shore





The action in Pirates takes place in two broad locations: in Port or out to sea. Each has their own controls, and procedures. The game's wider location is the Caribbean Sea. You

COMMENT



GUS

Pirates Gold is actually ages old, as this version is much the same as that which appeared on the C64, eight years ago. However, it was one of the best games for a disk drive then, and it's still great fun now. The graphics have been seriously improved, adding a great deal of atmosphere, especially the Monkey Island-esque ports. The little bits of sampled speech like 'Ship ahoy' go towards an excellent standard of game presentation. However, a few problems of the original remain. Combat usually takes ages, but perversely seems to hinge on the frantic sword fight at the end. The game also lacks a long-term structure (although the sub-plots and scenarios help that). Strategy fans have nothing else like it, and their timbers should be well and truly shivered. But others should note that this isn't an 'action' kind of game.



Keep Your Powder Dry

When you choose to fight (which is often) your first line of attack is the cannon. Each ship can carry a certain amount of cannon. When fighting at sea, both ships are shown in close range. By pressing A, you fire cannon from the ship's side. A certain gap is required to reload. Direct hits weaken your quarry's fighting strength, but also damage his ship. If you don't want to sink her, ram the ship to board.
When you ram the ship, you're often faced with a fencing duel with the Captain. Using the simple duel commands you reduce the other captain's men and morale. When either go completely, the ship is yours to do as you please. You can add it to your fleet, or plunder and sink it.



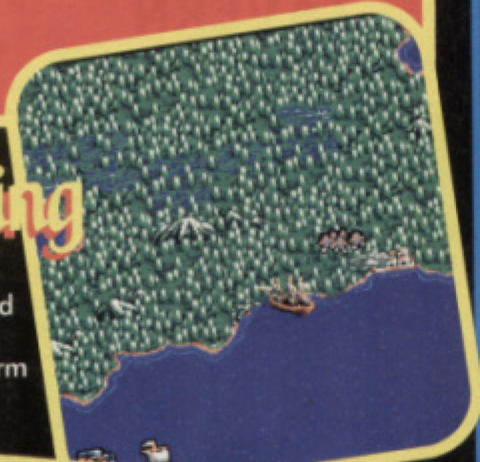
▼ *The captains duel for their lives and their ships.*



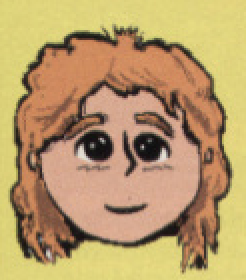
◀ *The rival ships circle before moving in for the kill!*

Knots Landing

Combat on land is much the same as that at sea. Bombard the fort with ship's cannons, then land you soldiers to storm the town.



COMMENT



LUCY

I really liked this game. The graphics are clear and detailed, there's a lot to see and do and the whole thing is beautifully presented with a real feeling of bygone days emanating from the game. The only problem I can see cropping up on the horizon is one of lastability. At first it's great fun trundling around, picking up a crew then keeping them happy as you sail around blowing rival crafts out of the water or plundering their wares but whether the enjoyment would last all that long is another matter. Overall though, a fun and very original game and one which should keep strategy fans happy for some time.





Fading Legends

The four battery save positions on Pirates Gold lets you carry on on. Even if you are captured, friends help you after your release from prison. Only old age or ill-health gets an old sea-dog like you down.



PRESENTATION

90

▲ Very well presented, with a authentic feel of the period, and adequate save game and skill levels feature. The controls are sensible and instinctive.

GRAPHICS

73

▲ The portraits of the pirate characters and the inhabitants of the port are great. So are the little animations.
▼ Both ship and fencing combat graphics are pretty crude and unexciting.

SOUND

74

▲ Little nuggets of speech, when you spot land or other ships, or even surrender. Lots of little tunes.
▼ Some of the music is a bit cheesy,

PLAYABILITY

84

▲ It's a really fun experience putting together the life of a pirate, even the setbacks spur you on.
▼ There's only a limited amount of things to do, and ship combat becomes repetitive.

LASTABILITY

77

▲ The play area is vast, and lots of hidden features to discover are included.
▼ There is a real danger of Pirates Gold becoming repetitive.

OVERALL

83

A curious game that rates highly for its original and involving gameplay, even if action is not so important.

SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.

MEGA – "ASSOLUTELY SUPERB TO PLAY, FANTASTICALLY PRESENTED AND ONE OF THE MOST PROFESSIONAL PIECES OF SOFTWARE EVER" – **94%**

MEGA MACHINES – "IF I COULD ONLY TAKE ONE GAME TO A DESERT ISLAND, IT'D BE THIS ONE." – **97%**

SEGA POWER – "...SENSIBLE SOCCER IS, FRANKLY, THE FINEST FOOTBALL SIMULATION EVER." – **94%**

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*Mega Drive only

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1 PLAYERS

PRICE	£44.99
BY	VIRGIN
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY/MEDIUM

1ST DAY SCORE

End of sector 7

ORIGIN

This is Virgin's second Dune game on Sega (after Dune CD) based on the Frank Herbert novels.

HOW TO CONTROL

The D-pad controls an on-screen pointer, used to select different units. In menus, the D-pad highlights different icons.

- **A** Selects
- **B** Deselects
- **C** No function
- **S** Brings up options

HOW TO PLAY

On each of the 24 levels, build a base to extract spice and destroy your opponent's facilities.

DUNE II
BATTLE FOR ARRAKIS

Let it be known. His Sublime Majesty, the Padishah Emperor Shaddam IV has previously decreed that the planetary designate of Arrakis has been granted to the Duke Leto Atreides, and his House. His Majesty charges them with continued production of the Spice Melange, unique to Arrakis, for sale to the Spacing Guild and Landsraad of planetary Houses.

It is recognised that representatives of the House Harkonnen are still based on Arrakis, and have not left in accordance with the wishes of the Emperor's Planetologist. Having considered the enmity between these two Houses of the Landsraad, the Emperor has decided that the House who wins Arrakis by force of arms, may have the spice as their prize.







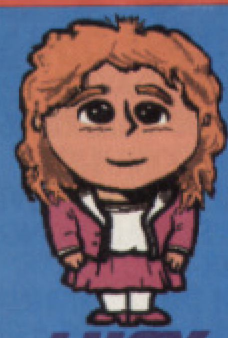
WHEN THREE TRIBES

There are three tribes on Arrakis: Atreides, Harkonnen and Ordos. The Ordos is an invention for the game, and doesn't figure in the Dune novel. The native tribe of Arrakis, the Fremen, is absent. You can play each of these three tribes. The different cultures of each requires a different style of gameplay. Atreides are spice-orientated; Harkonnen are warlike, and Ordos are a mixture of the two. Playing Atreides is the easiest entry for the game.



The three warring houses of Dune.

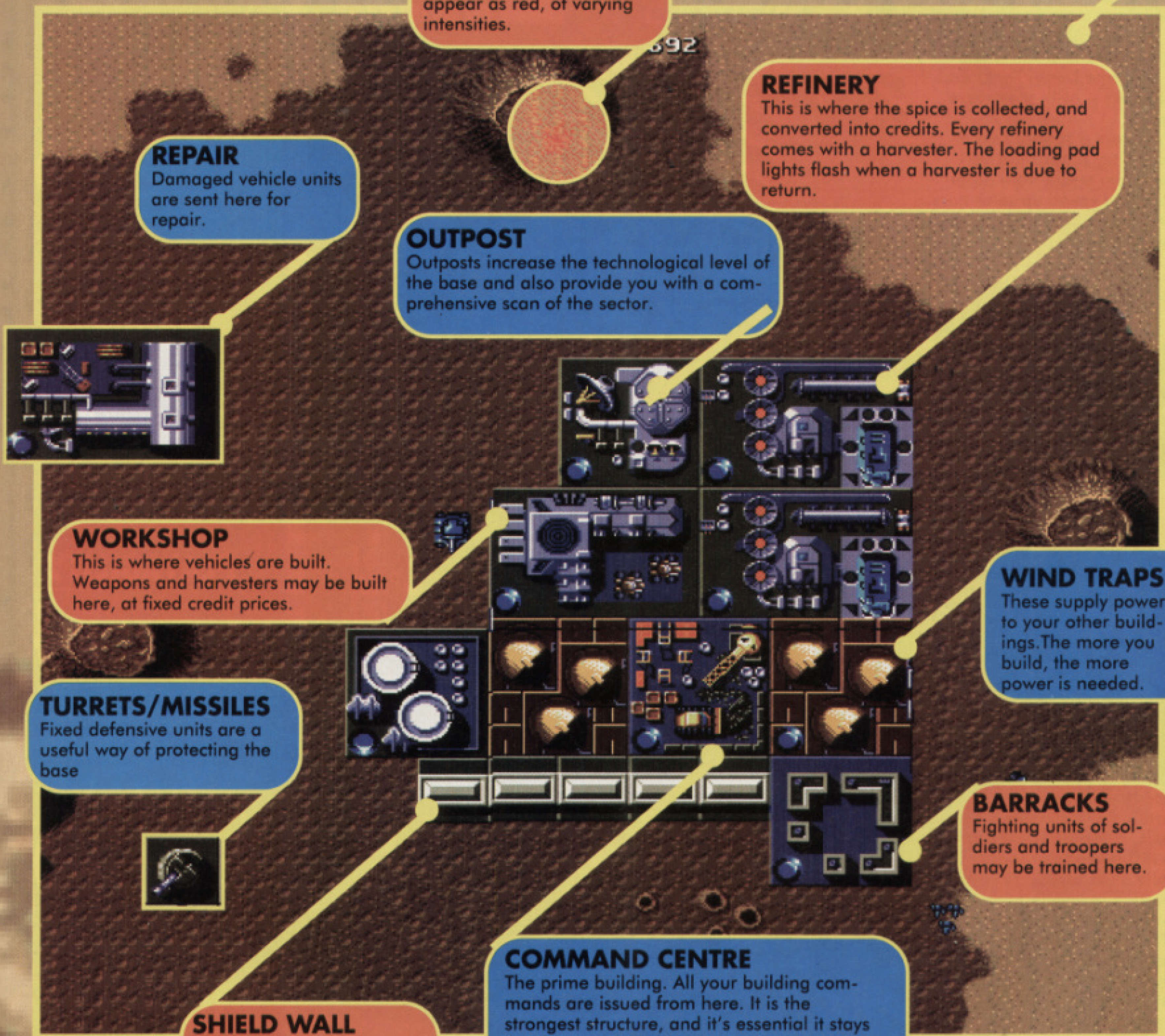
COMMENT


LUCY

Rah, rah, thumbs up and hallelujah for Virgin. This game is beyond a doubt my favourite of the year — if not ever. I know that probably sounds strange since it's pretty crap to look at and sounds awful but believe it or not these usually major factors fade into insignificance when you're talking about this game because they serve their purpose and set exactly the right atmosphere. It's mind-bending stuff working out how to reap your spice, protect your base and blast hell out of the enemy all at the same time but the controls are spot on, it's really easy to get into and once you are in it's utterly un-put-downable. I was a bit worried when we got it in for work in progress because I raced through to section seven straight away but at about that time the challenge factor accelerated (thank goodness) and the levels started getting much tougher. So anyone looking for a bit of a doddle, don't look here, on the other hand if you fancy a game which has masses of strategy, oodles of blasting action, masses of challenge and whole heaps of fun, look no further than Dune II. Highly recommended.

THE BATTLEGROUND

The planet is split into sectors, each demanding a different requirement from the player. Each sector is split across many scrolling screens. The focus of play is your base, which expands outwards from your command centre. After a while it may start to look like this:

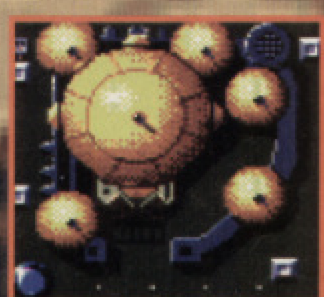


Screenshots linked to provide a map of all the available builings.

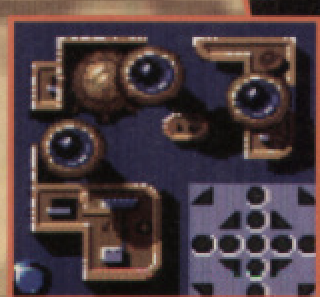


AD ASTRA

On later levels, new structures present themselves on the command centre building screen. Of these, Starports are the most useful, allowing you to buy all sorts of machinery for less than it costs to manufacture. Palaces allow you to construct more Command Centres, and Hi-tech's open the way for airborne items like ornis and caryalls.



Starport



Palace



The Sectors which your House must conquer!

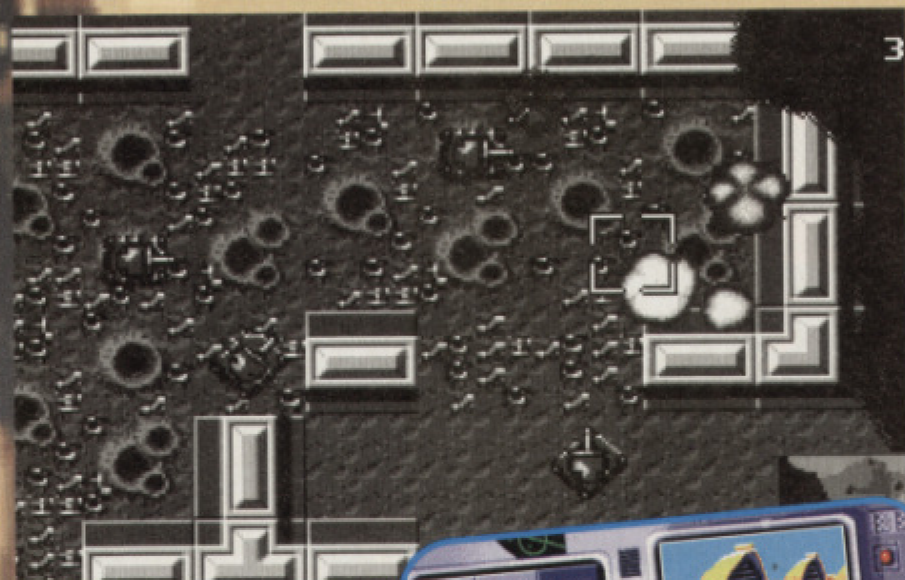
ACTIVE SERVICE

Your mobile battle units are easy to control. Click the cursor on top of the chosen unit, then move it and click again to position the unit. Units attack any enemies within range. The more advanced you are, the more powerful the weapons. You start with Quads and Trikes, then progress to Missile Launchers and awesome Death Tanks and Sonic Tanks — with their wave weapons.
Carryalls are a special type of vehicle. They protect the harvesters from attack from desert worms, and speed up spice harvesting by taking the harvesters to the refinery by air.









COMMENT



When we did our Work In Progress, I got very excited about Dune II. It seemed the near perfect mix of real-time strategy and action. Thankfully, it's every bit as classic in the finished version. The ingenious gameplay is classic in its logic and simplicity — it won't take long to pick up, but the potential for developing tactics is enormous. The game is coupled with an excellent control method: precise, simple and even the short delay in response doesn't detract. But what makes me love the game is its great atmosphere, which really does capture the mood of Dune the novel. Okay, all this isn't going to sway the doubters who see the functional graphics and blanch at the thought of a thinking game, but this is clearly the best strategy game since Mega-Lo-Mania and demands recognition as a total megagame.



ICONOCLASM

All the information in Dune II is covered by icons. In the top right corner is the amount of spice credits you have to spend. Also there is the currently selected vehicle/ building. The top line shows the strength of the unit. For structures, the bottom line shows how near the unit is to completing its task. By double clicking on a structure, you get to see its status screen.



PRESENTATION

93

The tutorial mode is excellent. The exceptional mark here also covers the great atmosphere and the authentic feel of Dune.

GRAPHICS

76

The icons are clear and the screen is well laid out.
The graphics are not spectacular, and don't vary much. In themselves, they are not important.

SOUND

72

Each unit responds to your commands verbally — the sound FX are fab.
The weedy music tends to get lost behind the FX, and isn't important.

PLAYABILITY

94

Great fun to play, if you have even half a brain cell. Each level turns into a titanic struggle for domination. Striving for new weapons, and battling to maintain supplies is gripping.

LASTABILITY

90

By about sector 7, a game is lasting about an hour, and progress is bitterly fought for. Dune II has classic lastability.
There are only 21 levels, even more would have been nice.

OVERALL

93

This game is going to win awards. It may not be the average console game, but it's all the better for it. A definitive mind game for the Megadrive.



1 PLAYERS

PRICE	£39.99
BY	SONY IMAGESOFT
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: IFFY
GAME DIFFICULTY: QUITE TOUGH

1ST DAY SCORE

60,000

ORIGIN

A gamelicensed from the semi-flop movie of the same name (which was of course based on *Peter Pan and Wendy by J M Barry*).

HOW TO CONTROL

The controls are standard for a platform game, though the buttons have different functions when Peter walks, flies or swims.

- **A** Fight with dagger or sword. Hold down to run or fly fast.
- **B** Jump. Press twice to fly.
- **C** Hey, nothing at all.
- **S** Pause

HOW TO PLAY

Peter jumps around platforms and dodges pirates to get from the left of each level to the right, where The Lost Boys are waiting to meet him.

Hook



When Peter Pan flew out of Neverland he stopped being Peter Pan and became Peter Banning who grew up, became a stockbroker and had a couple of kids of his own. Having given up a life of swashbuckling for red braces, Pete is as surprised as the next unimaginative yuppie breadhead when his old nemesis, Captain Hook, comes along in a flying galleon and swipes his kids from under his nose.

Peter suddenly remembers who he was and soon finds himself back in Neverland where he has to once more don his green tights, reassemble his old Lost Boys posse and take on Hook and his pirate crew in ten

MENT



PAUL G

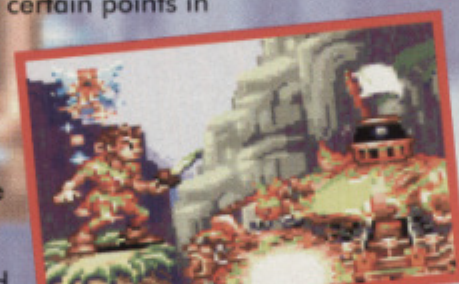
There are things I like about this game and there are things I don't like about it. The things I like are the graphics, which are colourful and nicely animated, and the music, which actually compares very well with the fully orchestrated soundtrack on the CD version of Hook. Alas, the negative points leave a more lasting impression and chief amongst them is that, well, this is just another film licence turned into a platform game, which is reasonably playable but not what experts could honestly call 'fun'. It's mostly little things that prove annoying, such as the occasions when it's impossible to avoid being hit and the times I joyously picked up the Golden Sword and lost it the next second when a pirate suddenly dropped on my head out of nowhere. It's one of those games where you have to play through the levels a couple of times and remember what's coming up. That's not so bad usually, but Hook just doesn't reward the effort because the excitement you're expecting never appears.





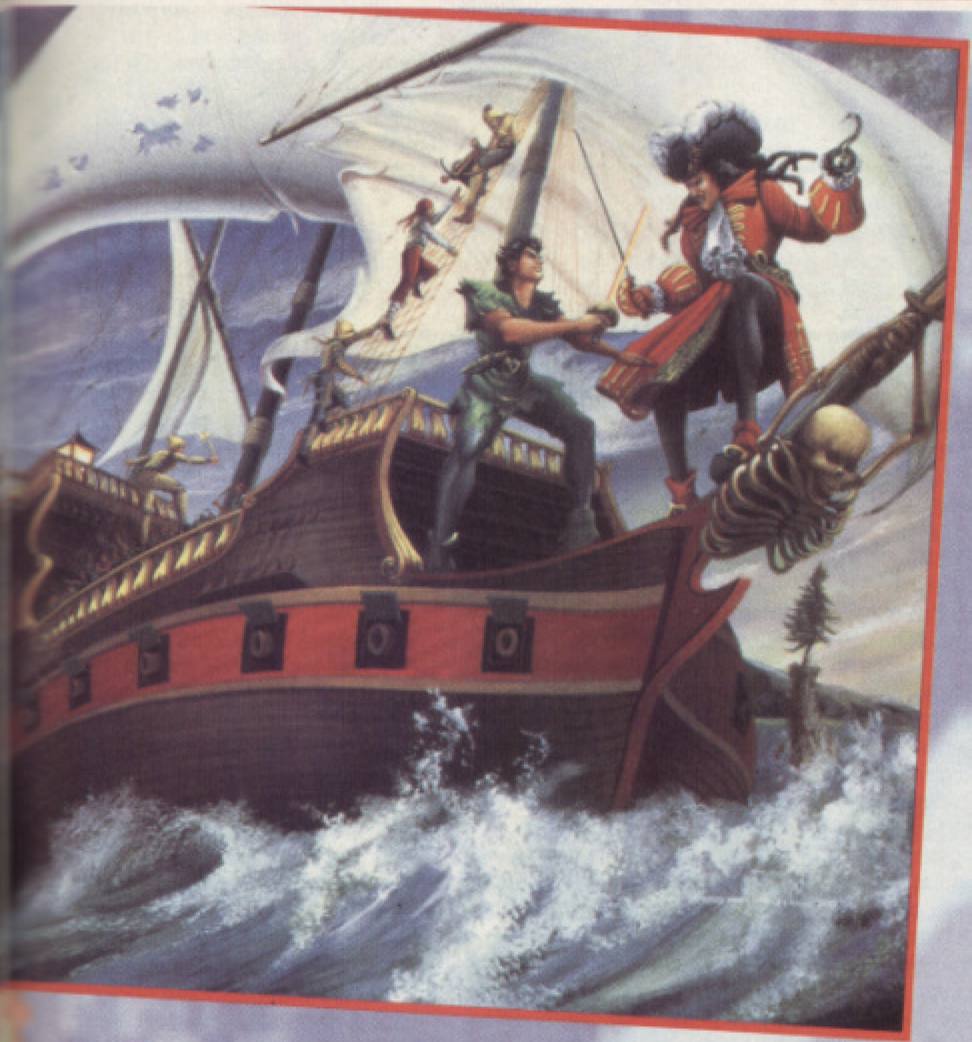
OOWOOO! YOU CAN FLY!

As well as just jumping around the place, Pete can fly! But being out of practice, he needs the help of Tinkerbell who is fluttering around certain points in the game, shedding fairy dust. When Pete stands underneath he gets a gauge-full of flying ability which he can use just by pressing the jump button twice. Holding down the A button and he 'jets' (ie flies a bit faster) which is useful, because the longer he stays aloft the lower his flying power gets and if he's not careful he tends to fall on something sharp



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■□□□
WEEK	■■□□□
MONTH	■■■□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■■□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	■■□□□



ALSO ON CD...

All you Mega-CD owners will no doubt be overjoyed to hear that Hook is also available on Mega-CD. It's the same game, exactly, except for the fact that there are very brief snatches of full-motion video in the intro sequence of the CD version as well as badly-acted speech between levels. The CD version also sports a very good CD soundtrack full of Action Blockbuster Movie-style themes.





THE GOLDEN SWORD

After Pete beats his rival Rufio at the end of level one, Rufio hands over the golden sword that belongs to the leader of the Lost Boys. When Pete takes a swipe with this sword, it shoots a ball of pirate-busting energy across the screen. The bad thing is that as soon as Peter takes one hit he drops the sword and has to go back to dagger fighting until he finds it again in the next level (maybe). Because it's so difficult to avoid taking the odd hit in this game, it's very difficult to keep hold of this sword for longer than... ooh, what? Five seconds?





▲ *Oy Peter. Fancy a jump?*



MMENT



LUCY

I watched the Hook film last week, coincidentally enough, and despite what the critics said, I thoroughly enjoyed it. I just wish I could say the same for this utterly mediocre platform game. True, the graphics and sounds are okay, but the gameplay alternates between dull and infuriating and the originality is non-existent. Paul's right, it's not terrible but neither is it very good and I wouldn't recommend anyone splash out there hard earned spondoolies on this tedious game.

PRESENTATION — 57

▼ Story sequences aren't very inspiring, and there are no options.

GRAPHICS — 80

▲ Sprites and backgrounds are colourful and nicely designed. The animation's not bad either.

SOUND — 80

▲ A different music track for each level and most of them are good.
▼ Sound effects are nothing special

PLAYABILITY — 69

▲ Sort of reasonably playable, in a way.
▼ Nothing new and the niggly things and dodgy control system get annoying.

LASTABILITY — 65

▲ Pretty tough, even with the infinite continues.
▼ It gets a bit tiresome after the fifth level.

OVERALL — 69

Another mediocre film becomes a mediocre platform game. Hook isn't terrible but it's not loaded with fun either.

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MEGADRIVE Mega-CD games for sale, Sonic 2, Tazmania £20 each, Road Avenger £22, Castle of Illusion £15, the lot £70. Tel. (0226) 753492.
SELL SNES, Amiga, Megadrive, Lynx, Commodore, all with games for £690. Tel . (0243) 775157 for details. Will swap for DX486 PC.
SEGA MEGADRIVE for sale with 15 games, including Flashback, SOR II, Jungle Strike, JM '92 & '93, Sonic II, Shinobi II, PGA Golf, Thunderforce IV, Road Rash I, Eswat, Ghouls 'n' Ghosts, Quackshot and Sonic I, 2 joypads, all leads, excellent condition, will chuck-in video driver. £425. Tel. Richard on (0472) 388613.
UK SFII for sale, 3 months old, excellent condition, worth £65, will take £55. Tel. Pat on 081-579 1053.
BARGAIN Master System II, 2 controllers, 5 top titled games, including Sonic 1 & 2, Lemmings and Double Dragon, £50 ono. Tel. Tom on (0225) 311099.
SEGA GAME GEAR, with Wimbledon Tennis, Olympic Gold, Mickey Mouse with car, main adaptor, all boxed, £90. Tel. Neil on (0524) 36061.
AMSTRAD CPC464, green screen monitor, printer modulator, light pen over £150 of games, worth over £500, sell for £190 ono. Tel. 061-962 6492.
MEGADRIVE GAMES Tiny Toons £25, EA Hockey £20, PGA Tour Golf £20 or all for £60, if interested phone Brian on (0232) 838101.
C64, 2 joysticks, mouse, 220 games, inc. War, Sport and many others £100. Tel. Graham on (0708) 552783, after 6pm.
MEGADRIVE GAMES for sale, Jungle Strike £25, Super Kick-Off and Speedball 2 for £20 each. Tel. Toby on (0483) 425312.
MEGADRIVE and Super Nintendo games, Alien 2, PGA, Tazmania, Sonic 2, EA Hockey, Desert Strike, Olympic Gold, Speedball 2, NHLPA '93, Ecco, European Soccer, Tailspin, LHX, Mario, Lemieux, Terminator, Quackshot, James Pond, Basketball, F22, Fantasia, World of Illusion plus others £25 each. For details phone (0922) 403699.
MEGADRIVE, 12 games, Sonic 1&2, Speedball, Micro Machines, Road Rash, etc. Menacer, 2 joypads, £300 ono. Tel. Anthony on (0483) 222585.
YO! I'm selling my Game Gear with 9 games, TV tuner, battery pack, AC adaptor , gear to gear cable plus carry case, boxes if wanted, all for just £300, if interested phone (0533) 706270, after 5pm and ask for Chris.
MEGADRIVE for sale, Jap, Scart, including 14 games, leads and boxed, £280 ono. Tel. Dan on 081-555 3755 (East London).
BARGAIN, Mega-CD & Megadrive, fully boxed, 15 games including Sonic 2, NHL '93, Hockey, 2 joypads, Megadrive carry case, worth over £700, will sell for £400. Tel. (0752) 331376 (Plympton, Plymouth).
SEGA MEGADRIVE with 5 top games, Robocod, SOR, Decap Attack,, Road Rash and Sonic plus 2 joypads (1 competition pro) and carry case, all as new, all boxed with instructions, worth £355, sell for £200 ono. Tel. (0904) 702891 (York area only).
GAME GEAR with mains adaptor, battery pack, magnifier and 6 games: Super Kick Off, Mortal Kombat, Mickey Mouse 2, Chuck Rock, Donald Duck and Columns, worth £300, sell for £180 or swap for SNES with 4-5 games. Tel. 061-427 8025.
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MEGADRIVE, 10 games, 40+ magazines, 2 joypads and Maverick joystick, sell for £350 only. Tel. Kevin on (0392) 58078, after 6pm.
MEGADRIVE for sale, 12 games, 2 controllers, games include: Jungle Strike and Micro Machines, £350 ono. Tel. Richard on (0297) 60451.
MEGADRIVE games for sale, 15 titles to choose from, may consider swaps £10-£20. Tel. (0268) 287995.

C64 COMPUTER, 100 approx. games, 3 joysticks, including Maverick, 1 arcade controller, light gun and games and data cassette recorder, a bargain at just £75 ono. Tel. Gregor on (0259) 752329.

SEGA GAME GEAR, AC + car adaptors + G-G cable and 8 games (Wolfchild, Streets of Rage) £200 ono or will swap for Super Nintendo and games. Tel. (0733) 264025 and ask for James. Buyer collects.

GAMEBOY with accessories, 5 games, Tetris, Tennis, Robocod II, Baseball, Blades of Steel, boxed, all for £75! Tel. (0582) 872994, after 6pm.

BARGAIN, Sega Game Gear with 5 top titles including Lemmings with AC and car adaptor £180 ono. Tel. (0525) 377144, weekends.

GAME GEAR, 5 GG games, 2 MS games + MS convertor, games inc. Mickey Mouse, Sonic 1&2, SOR, psu £180 ono, also separate mains adaptor, all boxed, brand new £5. Tel. Michael on (0707) 659652 asap (S.Herts). Buyer must collect.

AMIGA 1200 for £180 ono, in mint condition, includes: many games, paint package, 5 joysticks, 4-player adaptor, mouse and many magazines, will consider swaps or part exchange for almost anything! Tel. (0532) 667835 (Leeds). Serious offers only please.

GEAR, 10 games, magnifier, adaptor, offers around £160 or separate, for more details, call Gavin on (0756) 748465, between 5-8pm.

SUPER NINTENDO with pads, leads, Mario, WWF, Probotector and Tennis, £180, great condition, but no instructions for games. Tel. (0457) 763003.

MASTER SYSTEM with 1 pad, rapid fire unit and light phaser, 15 games, including Sonic 1&2, Asterix, Super Kick-Off, Wonder Box 3, Populous and the Ninja, worth over £350, sell for £150. Tel. 081-524 1940 and ask for Jamie.

MEGADRIVE GAMES for sale, Jap Ghouls 'n' Ghosts £10, Jap Strider £10, games boxed and instructions. Tel. 081-741 8175.

MEGADRIVE for sale, with 2 joypads and 5 games, including Streets of Rage II £110.Tel. Stuart on (0494) 865582.

MEGADRIVE back-up system, latest version, need money for PC can send by cash on delivery. Tel. Barry on (0639) 633696.

GAME GEAR, 5 games with adaptor, boxed with instructions, worth £250, sell for £125. Tel. Rowan on 071-274 4871.

BARGAIN, 1Meg Amiga 500/1001, Quickjoy joysticks, excellence! D.Paint 4, also Amiga PC, Sega, Nintendo, etc. magazines, machines, games (Flashback, Zool, TFX, Silpheed. Thunderhawk, Jungle Strike, Bubsy, Tiny Toons, Gunstar Heroes, Starwing, Axelay, SF2 Turbo, SCE, all Sonic, Mario, Disney...), all boxed, mint condition. Tel. 081-542 5579.

MASTER SYSTEM, 2 joypads, 6 games, including Tazmania, California, games boxed, under a year old, £100 ono. Tel. Bonnybridge (0324) 812447.

NEO-GEO Scart American, includes: joystick, stereo leads, NAM 75, Ghost Pilots, Fatal Fury, runs all games, £290 ono. Tel. (0772) 686021.

MEGADRIVE GAMES for sale, Alien 3 £20, Quackshot £15, Desert Strike £20, Mega-lo-Mania £20. Tel. Andy on (0743) 368643, after 6.30pm.

GAME GEAR with 3 games and ruby carry bag, games are: Donald Duck, Lucky Dime Caper, Shinobi and Mickey Mouse, Castle of Illusion. Tel. 081-770 9384, Monday-Friday, after 7pm. Prices are around £75 to £90.

MEGADRIVE with 16 top games, 2 controllers, Scart and Pal leads, all boxed £200, loads of magazines. Tel. (0948) 663974.

SWAPS

SWAP my Megadrive with 3 games and 2 control pads for your SNES with 1 game or more. Tel. (0754) 84307.

I WILL SWAP Thunderforce 4 , Splatterhouse 2, Micro Machines, Another World or Wolf Child CD for Midnight Resistance, Desert Strike, Fatal Fury, Chakan or Alien 3, other titles considered. Tel. Rob on 081-552 9760, anytime after 5pm, weekdays.

SWAP WWF Super Wrestlemania, World of Illusion for X-men, Fatal Fury, California games or Micro Machines. Tel. Joe on (0822) 833139.

MASTER SYSTEM swap! for Megadrive with 3 games, 1 controlled pad or sell £55! Tel. (0322) 432280, ask for Terry after 5pm.

SWAP Land of Illusion for Master System, excellent condition, boxed, hardly used for any decent game. Tel. (0264) 351789 (Andover).

I WILL SWAP 3 Megadrive games for SFII or Mortal Kombat, if interested, tel. 071-401 9718 and ask for Ryan.

SWAP Ecco and Hellfire on the Megadrive for any other decent games, both games in very good condition, if interested, contact Barri on (0233) 633675, after 5.30pm. All games must be English.

GAMEBOY GAMES to swap: Simpsons, Camp Deadly, Terminator 2, Super Kick-Off, Castlevania, 2. Wanted: Golf, Super Marioland 2, Chessmaster, Revenge of the Gator. Write to: W. Yau, 132 Harborough Ave., Sheffield S2 1QS, S. Yorks.

SWAP or sell together or separately, Megadrive plus many top games. Phone now, don't miss out (0442) 891127.

MEGADRIVE 10 games, 40+ magazines, 2 joypads and Maverick joystick for PC386 with monitor. Tel. Kevin on (0392) 58078, after 6pm.

STREETS OF RAGE 1&2, World of Illusion, Super Off Road, Kid Chameleon, Wrestle Wars, Flicky, Sonic, Fighting Masters (Jap), Gynoug (Jap) and F1 Circus (Jap), swap for your Micro Machines, Jungle Strike, Tiny Toons, Dragons Fury, Ecco, Rocket Knight, PGA2, J. League, Aerobiz, Muhammed Ali and Winter Challenge. Tel. Will on (0672) 20597 in evenings. *NB:* Budget games come as two's.

MICRO MACHINES or Turtles and The Hyperstone for Wrestle War or James Pond II. Tel. Fraz on (0227) 471003.

WANTED

WANTED Master System convertor for Megadrive, also wanted Megadrive games for under £20. Tel. Mark Long on 071-267 0881. Thank you.

MISCELLANEOUS

ARCADE MACHINE
Controller. play real arcade games on a Scart control box, send SAE to: Protek Systems, 28 Churchfields, Bradford, W. Yorks BD2 3JN.

ADVERTISERS INDEX

ETERNAL

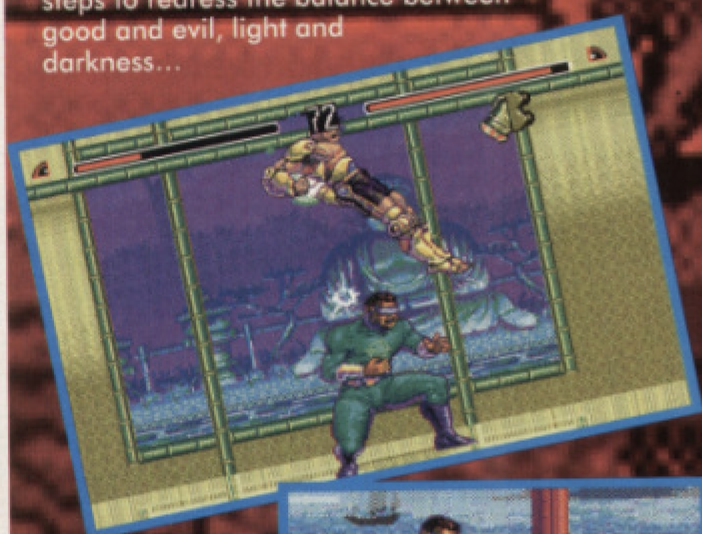
There have been an awful lot of Street Fighter II clones hitting the Megadrive of late but this corking new offering from Sega is the only one we've seen so far which could actually be a Street Fighter beater. Naturally MEAN MACHINES SEGA — always the first with the big stories — has got the exclusive first play of this little gem. Ladies and gentlemen, we give you, Eternal Champions...



▲ *Larcen swings in on Slash for the kill!*

The story revolves around the Eternal Champion — the keeper of a vast and ancient fighting complex and ultimately the balance between good and evil which was corrupted by centuries of misuse and destruction which in turn posed a threat to the very fabric of the earth.

To combat the collapse of human existence, the Eternal Champion has picked nine special individuals from various points in history, all of whom died before their time, and reanimated them. These warriors of the past must now fight each other in a contest to end all contests. Only one individual may win. This person will be returned to life a few seconds before his death allowing him to avoid his doom with knowledge of the future and thus take steps to redress the balance between good and evil, light and darkness...



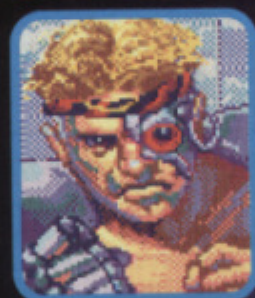


▲ *RAX moves in for some head-sitting on shenanigans!*

CHARACTER ASSASSINS

There are nine characters to choose from, all of them with their own strengths and weaknesses and very different characters and fighting styles. We go through the keyhole of these delectable dead people to give you an insight into their personalities:

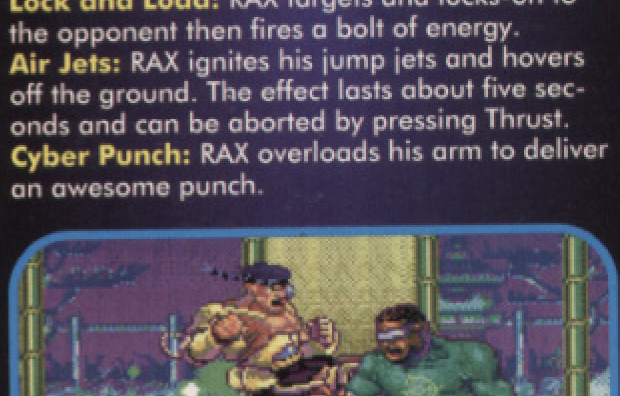
RAX



Occupation:Cyber-Fighter
Time Zone:2345 AD
Fighting Style:Muay Thai Kickboxing
Biography:RAX (Robotic Artificial Exoskeleton) is a cyborg and as the human Coswell, was one of the best ever kickboxers. When interest in human fights died, Coswell had cybernetic implants to allow him to join the cyborg fighting circuit but just before becoming supreme champion he was killed by his promoter who traded RAX's life for a sure bet on the championship fight.

Special Moves

Lock and Load: RAX targets and locks-on to the opponent then fires a bolt of energy.
Air Jets: RAX ignites his jump jets and hovers off the ground. The effect lasts about five seconds and can be aborted by pressing Thrust.
Cyber Punch: RAX overloads his arm to deliver an awesome punch.



▲ *RAX fires up his Air Jet special move!*

CHAMPIONS

SHADOW YAMOTO



Occupation: Ninja Assassin
Time Zone: 1993 AD
Fighting Style: TaiJutsu (Ninjitsu)
Biography: A top Black Orchid assassin who was bumped off by her own colleagues after she tried to resign her position, to stop her imparting the sensitive secrets of the Black Orchid Organisation.

Special Moves

The Shadow Mode: Allows Shadow to become a "shadow" and attack for five seconds with no threat of injury.
Twirling Fan Attack: A cartwheel attack which ends in a razor-sharp fan attack.
High Jump Angle Kick: A super high jump and downward attack at a severe angle.



BLADE



Occupation: Bounty Hunter
Time Zone: 2030 AD
Fighting Style: Kenpo
Biography: A former cop who became a bounty hunter after being sacked for beating seven shades out a suspect, Blade's last assignment was to retrieve a deadly vial which a scientist was threatening to release and kill 95 per cent of the population. Government agents botched the capture and shot the scientist and Blade. The last thing he saw before he snuffed it was the vial smashing to the ground...

Special Moves

Stun Beam: Freezes the opponent for a few seconds.
Personal Shield: Absorbs 50 percent of all damage aimed at him. Implodes if overloaded.
Tracking Blade: Hovers for a few seconds then auto-attacks its target. Cuts into opponent then explodes.



▲ *The Tracking Blade blows Shadow to bits!*

JETTA MAXX



Occupation: Circus Acrobat
Time Zone: 1899 AD
Fighting Style: Savate/ Pencak Silat
Biography: Cousin to a Russian Tsar, Jetta came to China with her circus at the time of the Boxer Rebellion — the Chinese attempt to get rid of foreigners. Her attempts to bring peace failed when the terrorists, Yihe Quang cut her safety net and tension wire during her grand finale and she plummeted to her doom.

Special Moves

Flying Choke Hold: Jetta throws off her bracelet and sleeve which wrap around an opponent's neck and chokes them.
Phase: Speeds up the molecules in her body allowing her to move twice as fast for about 10 seconds.
Resonate: Only possible in Phased Mode this move causes an opponent to shake uncontrol-



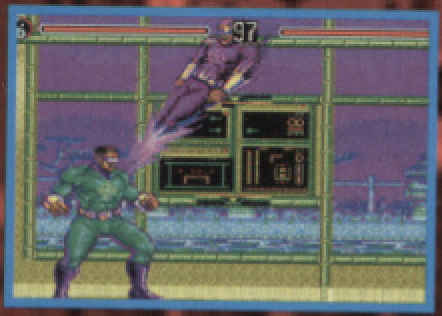
▲ *Jetta practices here Flying Choke Hold.*



▲ *Fighting a whirlwind ain't no fun as Midknight discovers.*



▲ *The practice room is a load of old balls according to Slash!*



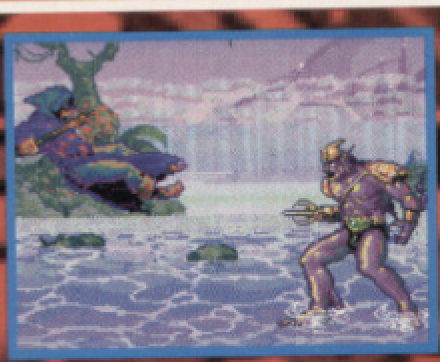
▲ *Blade dive bombs his alter ego!*



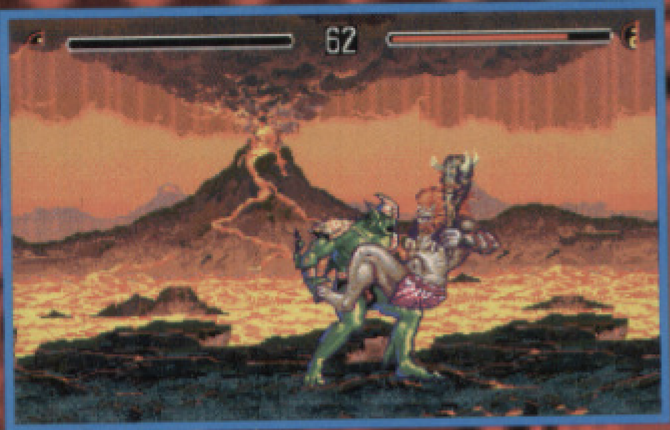
▲ *Not many people get off on a trident to the ear hole — Slash included!*







▼ *Blood flows from Xavier as Trident sticks the trident in!*



BATTLE STATIONS

The game features a regular fighting tournament where you pick your character and fight you way through all the eight opponents before facing the great Eternal Champion himself. The other option is to play the tournament in the Battle Room which allows you to choose a variety of random hazards like grenades, stun bolts, mines, electric bolts, floor buzz saws amongst others which could hit you or your opponent at any point in the match.

BUTTON BOOSTING

Eternal Champions is one of an increasing number of games which only comes into its own with the six button joypad. Like Street Fighter II the X, Y, Z buttons are light, medium and hard punch and the A, B and C buttons handle kicks. You can play it with a three button pad but it ain't as good.



▼ *Now you know why they call her Shadow — she's unhittable in this state*



XAVIER PENDRAGON

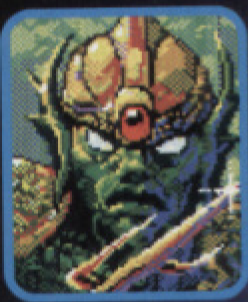


Occupation: Warlock/ Alchemist
Time Zone: 1692 AD
Fighting Style: Hapkido Cane Fighting
Biography: A hopeless blacksmith, Xavier tries alchemy but accidentally stumbles upon a way to create unlimited cheap, clean energy and finds that his alchemy has given him strange new powers. Before he can document his find he's carted of and burnt on the false charge of being a Warlock

Special Moves

Dragon Trap: He animates his cane which crushes and bites the opponent for several seconds.
Snap Back: Doubles the cane length and attacks from a distance.
Identity Change: Xavier can change the identity of his opponent but if it's reflected back at him he is transformed for the duration of the match.

TRIDENT



Occupation: Gladiator
Time Zone: 110 BC
Fighting Style: Capoeria Fighting
Biography: Trident was created as a fighting champion by the people of Atlantis, before their city sank. He was to fight the Romans to decide which culture would stay on land and which would live in bubbles under the sea. The Romans cheated and dropped a stone pillar on Trident killing him and the Atlanteans last hope in one foul swoop.

Special Moves

Depth Charge Field: Surrounds Trident with a blue field and engulfs opponents in a blue glow.
Bio-Drain Field: Surrounds Trident in a red glow and halves impact of the opponent's attacks.
Bio-Stun Field: Surrounds Trident with a green



▲ *Slash leaps as Trident begins his depth charge field.*

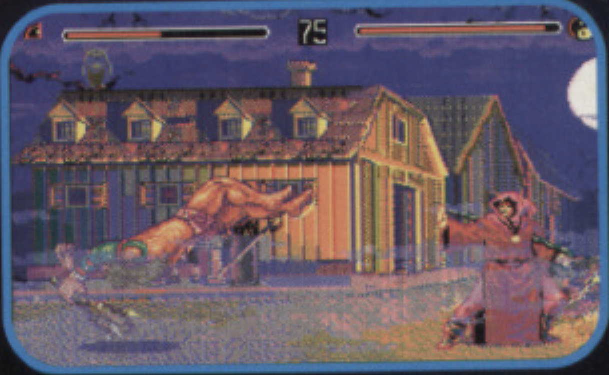
SLASH



Occupation: Prehistoric Hunter
Time Zone: 50,000 BC
Fighting Style: Pain
Biography: This Neanderthal was the greatest hunter of his time – and the most intelligent. Having his agricultural ideas repeatedly rejected by his elders, Slash spoke publicly against them and was stoned to death by his own clan.

Special Moves

Massive Club Swing: Slash spins 360 degrees and swings his club twice over his head.
Double-Footed Swing Kick: Slash does a back flip attacking swiftly with his feet.
Declaw: Slash launches a sharp claw from his club at the opponent.



▲ *An example of Slash's Double-footed Swing Kick!*



▲ *Xavier turns Slash to gold!*

▼ *Xavier sends his cane off to kill!*



PRACTISE MAKES CORPSES

There are three really neat training modes which allow you to brush up on your fighting techniques and pinpoint your accuracy. The **Dexterity Spheres** fly at you in a room at a rapidly increased speed and you have to smash them before they hit you. You are awarded points and a final description from be it crap or brill when your energy runs out. The **Holo-Trainer** has you fighting a shadowy image of your chosen fighter but you can change his power rating if you really want to win. The practice sphere hovers at the required height and hovers for you to hit it.

▶ *These guys would bend over backwards for each other!*

1-2 PLAYERS	
RELEASE	TBA
BY	SEGA
PRICE	TBA
PERCENT COMPLETE	



▼ *The fights start with a show of respect.*

LARCEN TYLER



Occupation: Ex-cat burglar
Time Zone: 1920 AD
Fighting Style: Praying Mantis Kung-Fu
Biography: A brilliant cat burglar for the gangster boss, Mr Taglalani, Larcen was set up by the mob and was tricked into carrying a bomb and blowing up himself, the police chief and most of a hospital's patients.

Special Moves

Ceiling Crawl: Moves along the ceiling with foot pads and claws. Ends with a deadly ceiling drop.
Ceiling Drop: Larcen's dismount from the ceiling. He attacks opponents from an angle with claws and foot blades.
Air Sweep: Larcen jumps back and throws his grappling hook out in front of him at the opponent.

▶ *The Ceiling Crawl accomplished, Larcen moves on to the Ceiling Drop.*



MIDKNIGHT



Occupation: Bio-Chemical Scientist
Time Zone: 1967 AD
Fighting Style:Jeet Kune Do
Biography: A Brit. transferred to the CIA to work on a biochemical weapon to end the Vietnam war, Mitchell Midleton Knight fell victim to his own formula and was transformed into a vampire. Refusing to kill to renew his life energy he began to rot but was eventually killed by an agent with a magnesium stake through his heart.

Special Moves

Life Drain: When within throwing distance, Midknight drains precious life force from his opponent.
Ceiling Ram: Midknight slams the opponent into the ceiling.
Bedazzle: Launches an energy bolt from Midknight's eyes which forces opponents to



▲ *Midknight knocks them dead with his Bedazzle!*



▼ *RAX and Trident in a bizarre version of the hokey-kokey.*



▼ *Jetta loosens up with a forward roll.*



GREATEST HEAVYWEIGHTS™





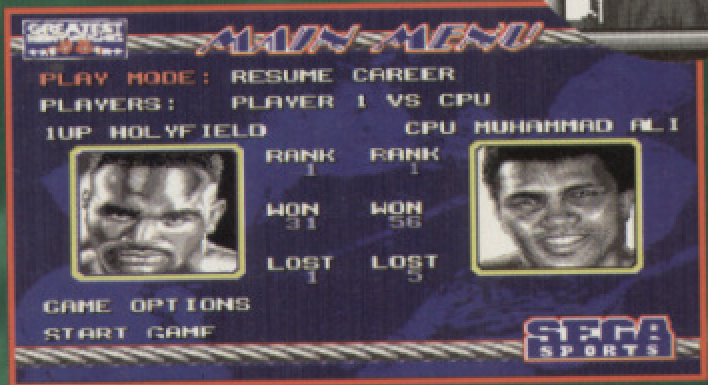
In a 16-Meg revamp of the engine of Evander Holyfield's Boxing — itself a reasonable translation of the sport on the Megadrive — Sega is rather pleased to announce the launch of Greatest Heavyweights which rather than starring just one of the world's boxing greats, is actually endorsed by eight of the best ever!

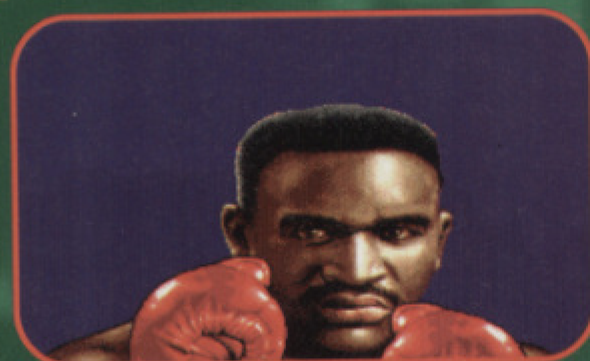
Jump into the legendary skins of the likes of Rocky Marciano or Muhammad Ali in this sideways-view boxing sim which features huge, detailed sprites and an array of campaign options. It's up to you whether to play, alone or against the computer, in Tournament mode, Exhibition matches and decide whether to start a new career with an unknown, resume an old-timer's career or retire them for good.

Duck, block and throw punches of all varieties (as long as it's a jab, hook or uppercut 'cos they're the only blows which exist in Greatest Heavyweights), going for the big KO or just a win on points.

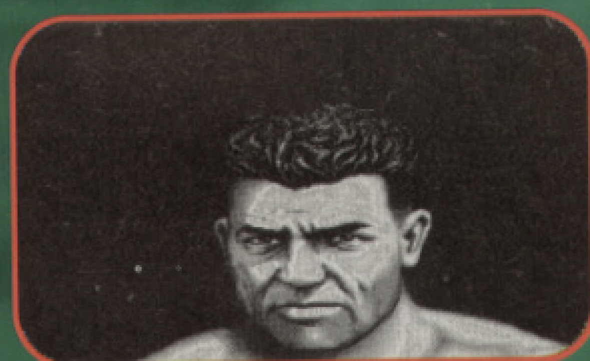
This new improved version is compatible with the six-button joypad, but instead of packing in extra moves, the programmers opted simply to refine the control system, which previously had the player pressing two buttons at once for an uppercut and so forth.

It's looking good as you can see from these shots but we'll bring you the full review in a future issue of MEAN MACHINES.

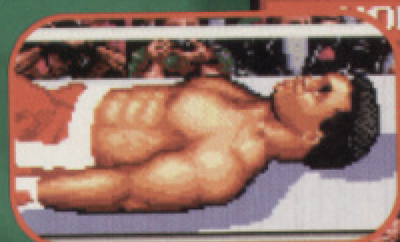


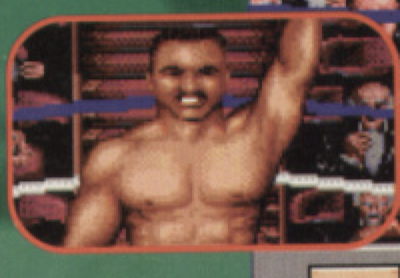


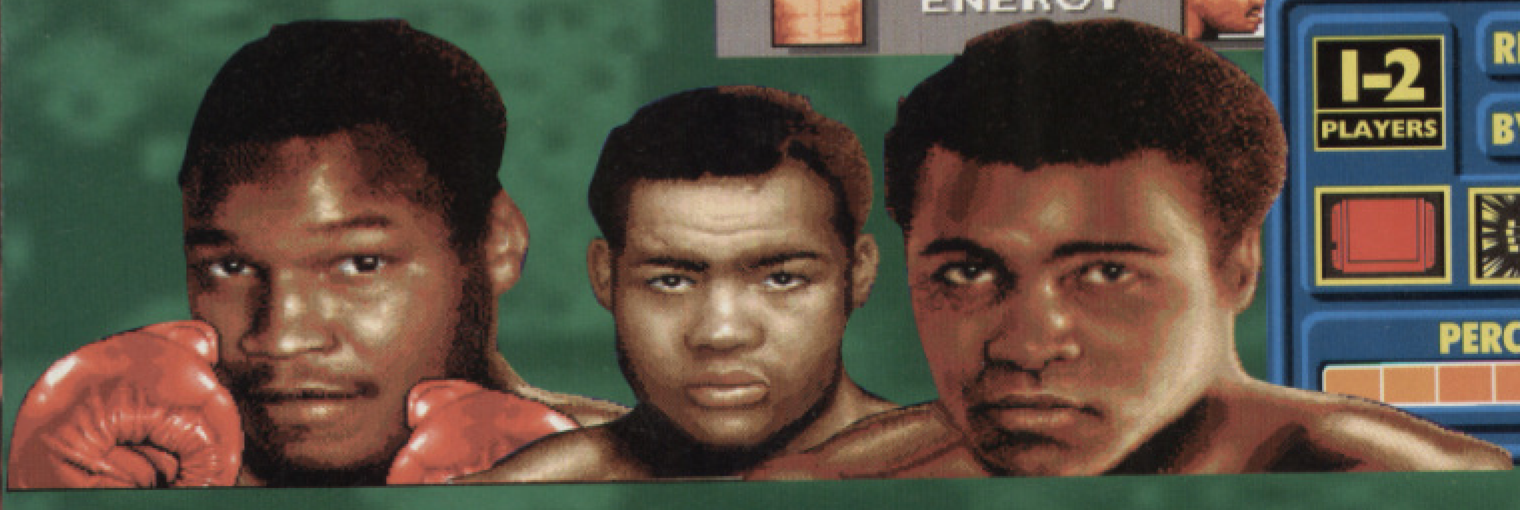












1-2 PLAYERS	RELEASE	JANUARY
	BY	SEGA
	PRICE	£49.99

PERCENT COMPLETE

NBA JAM





▲ Ball bouncing has never been so much fun!

▶ Enjoy yer trip? Heh, heh, heh!

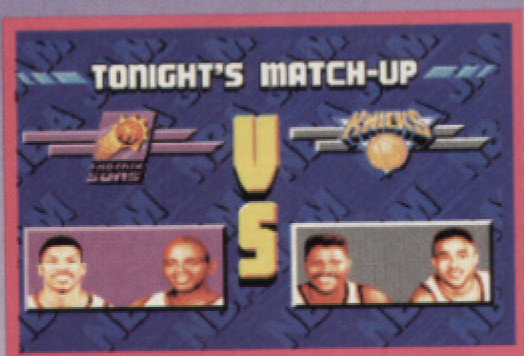


Basketball may not be at the top of every Brit's list of fave things but it's certainly hot stuff in America and what goes round there usually gets stuffed down our throats eventually and basketball is no exception.

Already it's invading our cola ads and trying to pull some ratings away from East Enders so never one to miss out on a good bandwagon, Acclaim are transferring the dunking slapping palava onto the Megadrive with NBA Jam.



▲ The ref tosses the ball as the teams engage in a spot of Chinese Whispers!



Anybody who's anybody in the sport is featured on this cart — the full complement of NBA sides present and correct, as they lope across a horizontally-scrolling court, with two teams trying to out-basket each other.

Either alone or with a pal, NBA Jam offers a two-on-two match with each side's top players legging it up and down the court strutting their stuff. Massive sprites are used to portray the assorted dribblers, and stacks of animation contribute to make sure they move as realistically as possible.

All the most important features of the sport have been included, so there's plenty of dribbling, dummying, long shots and the usual dastardly fouls. There's plenty of fancy footwork and special moves involved – so watch out for those smart slam-dunks.

Acclaim is planning on a February release for this 16-Meg basket bonanza so keep your eyes peeled for a full review coming soon...



◀ A highly tasteful stat screen!

1-2 PLAYERS	
RELEASE	FEBRUARY
BY	ACCLAIM
PRICE	TBA
PERCENT COMPLETE	

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NEXT MONTH!

ETERNAL CHAMPIONS REVIEWED!

For want of something better to write about Eternal Champions, the challenger for Street Fighter II's Best Ever Beat 'Em Up On The Megadrive crown which will be massively reviewed next month, we asked four of 'The Champs' to tell us their favourite jokes.

JETTA MAXX
Acrobat

There was this bloke, right. Really lazy git, right. And he never used to get out of his chair, so when he wanted a pocket of cigarettes, he'd stick a fiver in the dog's collar and send it round to the pub and the dog would always come back ten minutes later with 40 Bensons. Then one day the bloke didn't have any change so he stuck a tenner in the dog's collar and sent it off round the boozer. Ten minutes later, no dog. Half an hour later, no dog. Two hours later the bloke can't stand waiting any longer so he hauls himself out of the chair and goes round to the pub to see if the dog ever turned up. When he gets in, there's the dog sitting on a stool next to the bar sipping a dry Martini. The bloke says, 'Blimey, you've never done this before!' and the dog turns round and says, 'Well, I never had the money before!' Tittter.

XAVIER PENDRAGON
Warlock and Alchemist

Shuddup, right. Apparently, there was this bloke in court, right, and the judge says to him, 'Before I pass sentence, is there anything you want to say?' And the bloke says, 'Bugger all, judge.' And the judge turns to the clerk and says, 'What did he just say?' and the clerk says, 'He said 'Bugger all', your honour.' And the judge says, 'That's funny, I was sure I saw his lips move.' Ooh, please yourselves.

JONATHAN BLADE
Ex-cop and Bounty Hunter

Ay-up, lover! Jonathan Blade's me name, bounty huntin's me game! Here's one that always cracks the birds up down the club. What's worse than having a scout in your pocket? Having a brownie in your pants! Yuk! Yuk! Yuk!

SLASH
Prehistoric Hunter

...as a Neanderthal, an Australopithecus ...mmoth... no, that's not right. ...rude. I know. There was this ... properly and he went out sh... to was the bakers where ... he says to the bloke behin... have a bum, please?' and the blo... bum? Don't you mean a bun?' and he say... 'Yeah, that's what I said.' The next shop he goes in is a clockmaker's and he says to the bloke behind the counter, 'Can I have a

CENSORED BEFORE HE ASKS FOR THE GLOW IN THE DARK CLOCK AND GOES INTO THE BUCKET SHOP.

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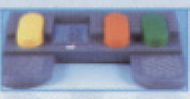


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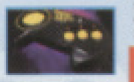
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